PictureBook 6.5

User Manual

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Introduction

Welcome to RTT PictureBook

Realtime Technology AG is a leading provider of visualization technologies, services and solutions (real-time visualization) for industrial applications in the automotive and aircraft industry.

Realtime Technology AG's RTT software comprises several software solutions that complement one another. The products range from a converter to automatic data formatting, scene generation, analysis tools, distributed presentations, and server-based project management.

RTT PictureBook

The increased use both of the digital workflow in the design process and of improved tools results from greater and more complex data volumes.

The large volume of data makes it more difficult than ever to keep track of the status and process of design development or even query individually relevant statuses.

RTT PictureBook, a server-based solution, enables you to save the connection to PDM systems and design status in a structure, link it with remarks, and monitor development stages. Its user-friendly interface gives deciders an quick overview of progress and enables them to query and compare specific design statuses.

From the saved data, marketing-oriented contents and presentations can be created quickly and easily for one or more design statuses and provided with corresponding annotations.

RTT PictureBook Client

RTT PictureBook Client, a program running locally on your PC, gives you a user interface to RTT PictureBook and enables 3D navigation within the model data. RTT PictureBook Client supplies the following options:

- Query and display model inventories in a chronological sequence
- Load models, geometries and looks from the model inventory
- Provide models with annotations

RTT PictureBook Browser

RTT PictureBook Server has a web interface that gives authorized users access to the server using a standard browser. Without previous installation, you can access data on the server from any other computer.

RTT PictureBook Management Console

RTT PictureBook Server has a further web interface for managing users, access roles, and replication. This interface is called the Management Console.

RTT PictureBook Server

RTT PictureBook Server is the central component of an RTT PictureBook solution. It runs under Windows and Linux on the corresponding hardware. The following functions are provided:

- Central storage and management of designs from RTT DeltaGen, RTT Presenter, and Alias Studio Tools, as well as from other formats
- User administration and access protection
- Communication with database servers, file servers, and other RTT PictureBook servers
-
-
-

Setup and server administration

For help on installing and administering the PictureBook server, refer to the technical documentation in the installation package. This document only describes software operation as well as administration using the integrated Management Console.

The RTT PictureBook browser assumes an installation of Flash Player 10 at least. During the installation of RTT software, Flash Player 10 is delivered by default.

Target group and manual structure

This user manual addresses the following target groups:

_ RTT PictureBook superuser and system administrators

Is is assumed that users have experience with Microsoft Windows as well as with 3D software and its basic operations.

Typographical conventions

This documentation uses the following typographical conventions.

Typographical convention	Meaning
Sample text	Emphasis in normal text
`Sample text`	Names of files, directories, commands, and parameters
`<Sample text>`	Variable user input in commands. When you enter commands, replace text marked in this way with a corresponding, suitable text. Do not enter the angle brackets.
Sample text	User interface names such as menu entries, window names, field names, etc.
→	Reference to other areas that do not have to be in this document
	Note This symbol indicates tips and extra information.
	Important This symbol indicates actions that can lead to data loss.

6.5 PictureBook Browser

Using the RTT PictureBook browser, you can access the whole data inventory of an RTT PictureBook server if you have sufficient authority.

Connecting up

Before you can use RTT PictureBook, you need Adobe Flash Player, which you can download directly from Adobe using the following link: *http://www.adobe.com/de/products/flashplayer/*.

To connect to a PictureBook server, you need the network name or IP address of the PictureBook server.

To access the RTT PictureBook browser, enter the address data in the address line of the browser as follows:

`[protocol]://[IP address or host name]:[port]/picturebook`

Example: `http://MyPictureBook:8080/picturebook`

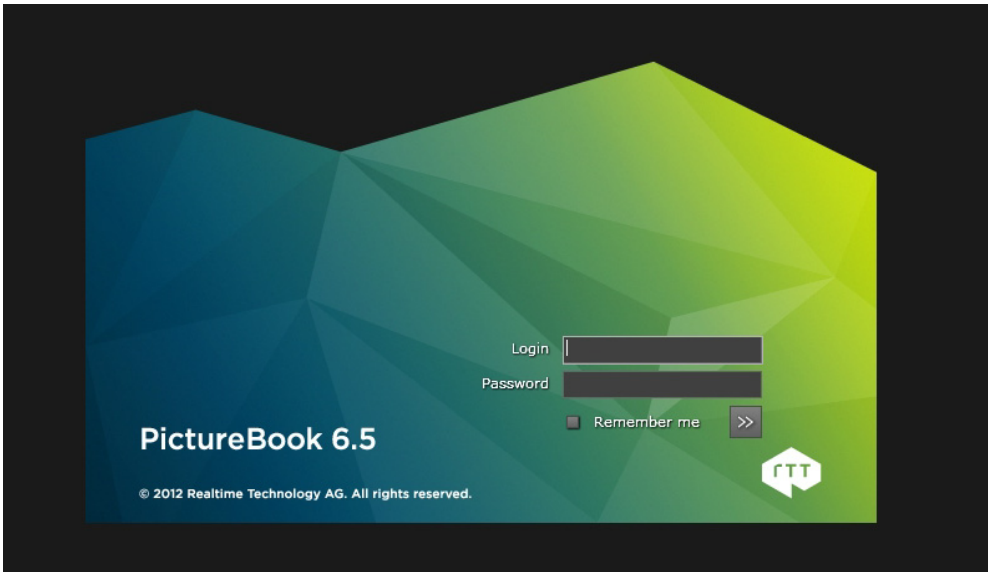
Establishing a secure connection

If you want to make a secure HTTPS connection, install the certificate of the server in the browser. If no certificate is installed, security warnings of the browser may be displayed, and some functions may not be executed correctly.

If you want to use a secure connection, use the hostname instead of the IP address.

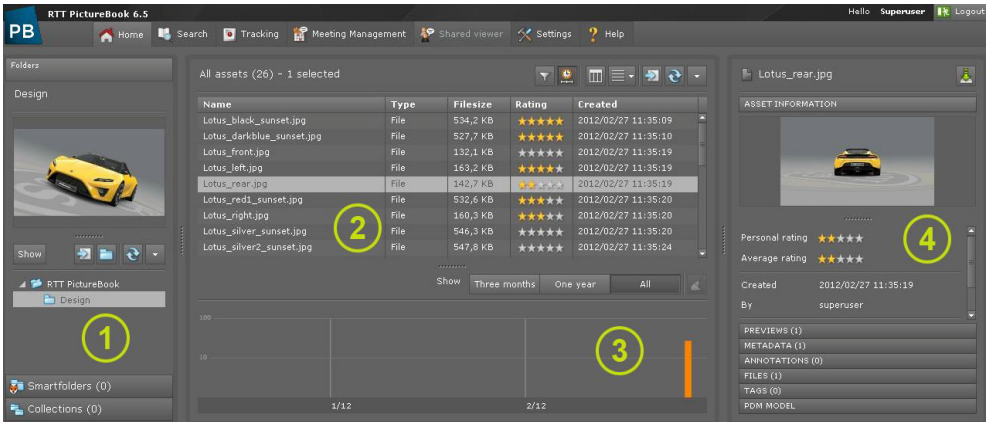
For further information, see also
→ *RTTPictureBook6.5_technicalDocumentation*.

Overview



To access the RTT PictureBook server, enter your user name and password. User names and passwords are managed in the administration area of RTT PictureBook. Ask the administrator responsible for your user name and password.

All assets are managed in the RTT PictureBook browser. You can create directories, search for objects and assign annotations to them, track changes, and create collections.



The PictureBook window has the following areas:

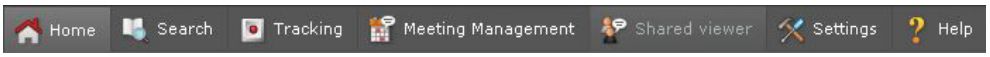
- The **asset tree (1)** contains the main navigation for the RTT PictureBook structure. If you select an existing directory, its contents are displayed in the central area. You can create a new directory, manage directories, and open a dialog for uploading data to the RTT PictureBook server.

- The **asset list (2)** displays the available data contents, current search results, the data type, the respective assessment, and the creation date as a list.
- **Time line (3)** Further information → *Open timeline filter*, Page 17
- **Asset information (4)** shows picture and text information on the current selection. The following pages describe the contents of the various tabs and functions.

You can change the graphical user interface language under **Settings > User interface**. The default setting is English.

The following sections therefore use the English names for the user interface elements.

Navigation bar



Use the navigation bar to access the individual areas of the PictureBook browser.

Folders

After logging in to the PictureBook browser, you are on the Folders tab.

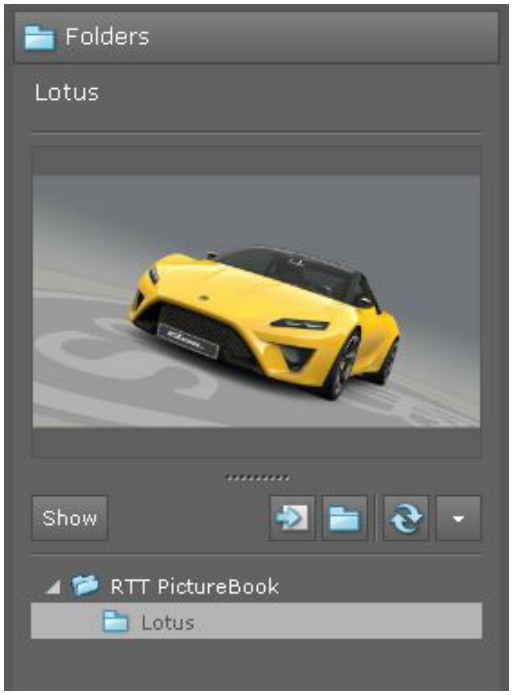
Here you manage files as assets in PictureBook. The following actions are possible:

- Creating folder structures with different authorizations for users and groups
- Importing, downloading, and changing assets
- Linking previews, metadata, ratings, etc. with assets
- Combining assets to form a **file set** or splitting a **file set** into assets
- Adding assets to a **collection**

The **Folders** tab has three important areas:

Asset tree

This area shows folders released for viewing by the logged-in user.



Adjusting the view

Show...

An image can be assigned to every folder. This button shows or hides the area in which the respective image of the selected folder is displayed.

Similarly, metadata can be stored for a folder. Metadata can also be shown or hidden with this button. Click an entry in the drop-down menu to select the areas you want to display:

Creating, changing, deleting a folder image

To create a folder image, display the area of the folder image as described above. Then click the image area.

A file selection box opens in which you can select an image for display.

To change the image, repeat the process described.

Creating, changing, deleting metadata

Metadata sets are a defined selection of metadata fields (metadata templates). By selecting a metadata set, you define the additional information that can be created.

To create, change, or delete metadata, display the metadata area as described above. Enter the desired information on the right. Click the button with the check mark to save. If a text is already entered, a button is displayed for deleting the existing entry.

Delete

Delete by clicking this button, which is shown at the top right of the image area when you position the mouse pointer over an existing image.

Select Metadata set

Selects a metadata set. You can create metadata sets in the PictureBook Management Console.

Refresh

Refreshes the view. This may be necessary to show other users' changes to metadata of the selected folder.

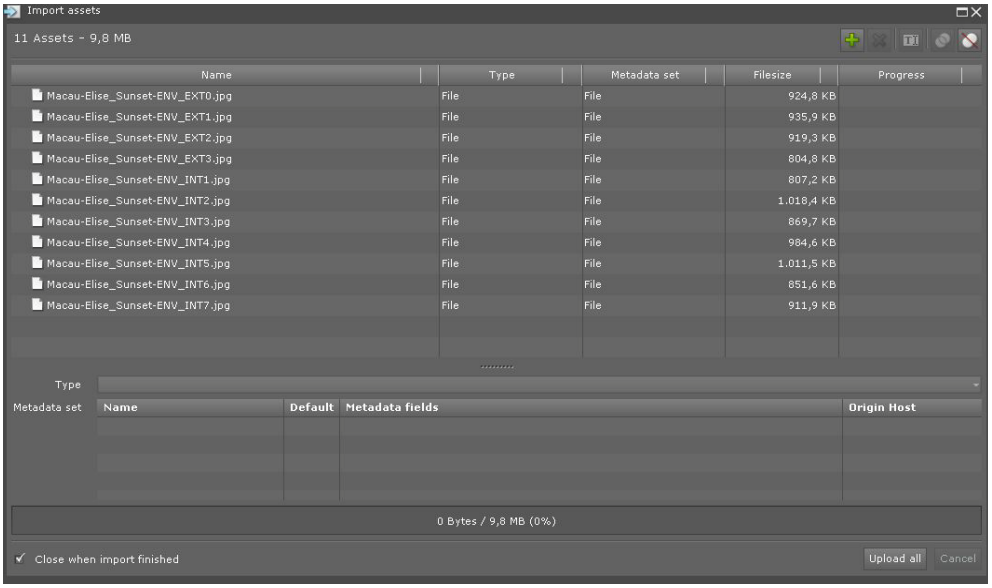
Import new assets

Imports assets from a data medium to the selected folder.

The imported files are transferred to the PictureBook server and stored there.

First you are prompted to select the file(s) you want to import as asset(s) to the marked folder. An operating-system-dependent file selection box is displayed for this purpose.

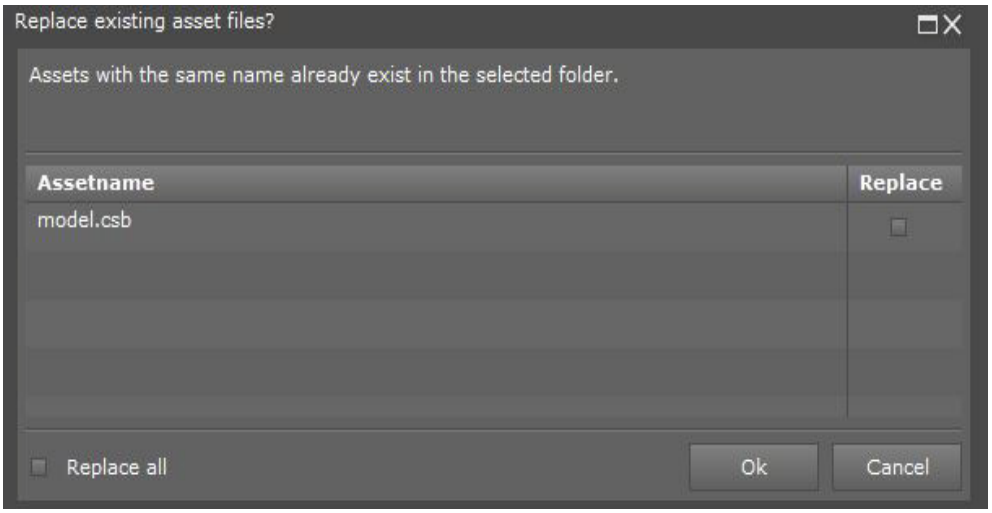
Your selection is then displayed in a new dialog box in the PictureBook browser.



Add to import list

Selects further assets from a data medium and adds them to the import list. Alternatively, you can select Add asset files... on the context menu.

If you upload assets to a folder that already contains assets with the same name, PictureBook displays a dialog in which you can choose whether to replace each assets file by the newer version or not. If you replace an asset, metadata, sketches and annotations, tags and rankings are transfered. Optionally, an automatic backup for the replaced file can be created to which a timestamp is added.



Replace All

Replaces all files of the same name by the new version of the asset. The new assets takes over metadata, sketches and annotations, tags and rankings from the replaced asset.

Backup selected assets

If this option is enabled, the previous version of the asset is not overwritten, but an exact copy of the previous version of the asset is created in the same folder, with the same name to which a timestamp is added.

The Replace option can be activated or deactivated under **General > Settings**.

Remove

Deletes selected assets from the import list. Alternatively, you can select Delete asset files... on the context menu.

Rename

You can rename assets before import. This function is available if an asset is selected – you cannot rename more than one element at a time. Alternatively, you can use the Rename function of the context menu.

Merge

You can combine (merge) assets to form a file set. The creation of a file set is not mandatory for all files in this dialog box; it can apply to only a subset of files. The name of the generated file set corresponds to the name of the last selected asset. It is still possible to merge and split assets following import in the **asset list** area (→*Merge*, Page 21).

merges selected files into a **file set**. Alternatively, you can select **Merge files...** on the context menu.

Separate

Splits assets **(file sets)** into individual files. To do this, select File sets.

starts splitting merged files. Alternatively, you can select **Separate files...** on the context menu.

It is still possible to merge and split assets following import in the **Asset List** area (→*Split*, Page 22).

Type

In the **Type** selection box, you can assign an asset type. You can assign types to more than one asset at a time. The following asset types exist:

- File
- File set
- Model
- Surrounding
- Look
- Geometry

Metadata set

In this area, you can select a **metadata set** that is used later for entering metadata. The **metadata set** assigned to the asset can be changed

following asset import in the asset details area. You can also assign the same **metadata set** to two or more assets on the list simultaneously.

To create, change, or delete metadata sets, you have to have the corresponding authorization for using the PictureBook Management Console.

Upload all

When you have assembled all assets on the list, assigned them types and metadata sets, as well as created file sets (if required), you can start uploading them with this button.

Cancel

Cancels current uploading. Canceling does not close the window. For example, if your list has too many or too few assets, or if a type assignment is wrong, you can edit the list after canceling. However, assets you have already uploaded are not automatically deleted from the PictureBook server when you delete them from the import list. You can only influence incomplete imports. You can manually delete uploaded assets in the asset list area after the end of the import process.

Create new folder

An authorized, logged-in user can use this function to create a new folder.

At the highest level (root directory), new folder can only be created by a superuser. Subfolders can only be created in a folder if the corresponding access role is set for the folder.

Creating access roles and the inheritance of access rights are described in the documentation of the Management Console.
→ *Access Roles*, Page 88

Download

This function downloads all assets of the selected folder as a zip file. The zip archive contains a folder with the same name that it has in PictureBook and all the assets contained in it.

Refresh

Refreshes the folder view. This may be necessary to show other users' changes to the folder structure.

Function menu

The Function menu gives access to all functions mentioned. It is enabled only if an existing folder is selected.

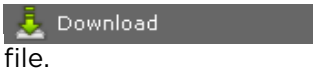
Import new assets

see section → *Import new assets*, Page 13.

Create new folder

see section → *Create new folder*, Page 12.

Download



Downloads a folder with all its contents as a zip file.

Rename

Renames the selected folder.

Delete

Deletes the selected folder.

Expand

If the selected folder contains at least one further folder, this function displays the contents. All subfolders are shown, indented to the right. Alternatively, you can click the plus sign on the left of the folder icon.

Collapse

If the selected folder contains at least one further folder, and the contents are displayed, this function hides the contents. All subfolders are hidden, and a plus sign is shown in front of the selected folder icon. Alternatively, you can click the minus sign on the left of the selected folder icon.

Cut

Copies a folder to the clipboard. You don't see the effect of the cut until you paste the folder somewhere else in the folder structure. Then, the cut folder is deleted from its old position and inserted at the new position.

The complete folder with all its contents (subfolders, assets, asset information) is copied and moved completely to the new position.

Copy

Copies a folder to the clipboard. The folder can then be inserted as a copy at a different position of the folder structure.

The complete folder with all its contents (subfolders, assets, asset information) is copied and created as a complete copy at the new position.

Paste

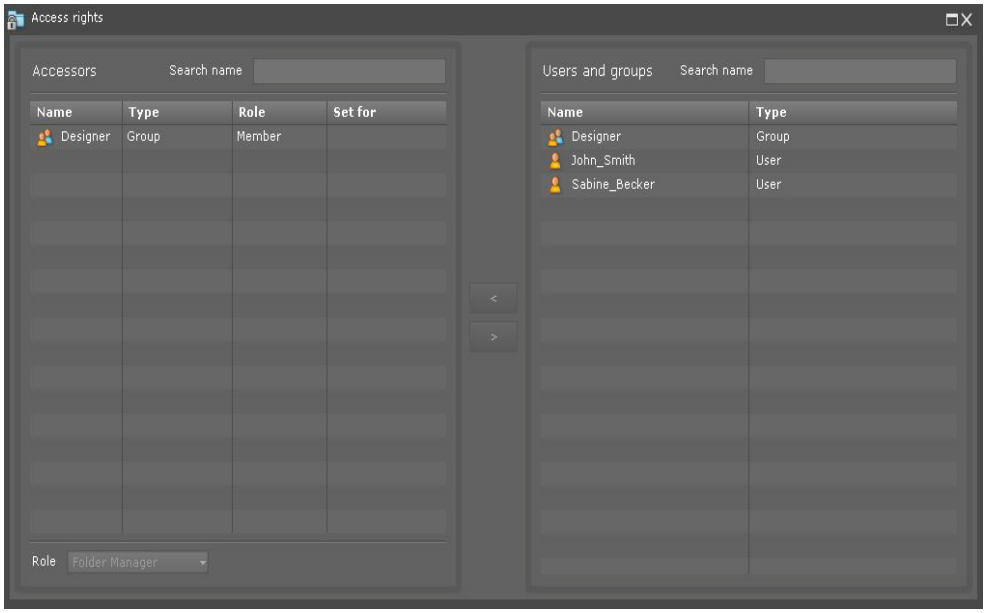
Inserts a folder that is copied to the clipboard with the Cut or Copy functions.

Access rights

For every folder in the **asset tree**, permissions can be granted that regulate access by means of user rights.

The assets and the folder can only be viewed by users with explicit permission.

Permissions can be granted for individual users or user groups. Permissions that can be assigned here are managed in the RTT PictureBook Management Console. Information about permissions granted (access roles) can be viewed by users with access to the RTT PictureBook Management Console. →*RTT PictureBook Management Console*, Page 82



Show users/groups list

Displays available users and groups.

Add / Remove to list

If available users/groups are displayed, this button adds/removes the selection for which access is to be granted to/from the list. Permission can be granted per user or group.

Role

At the bottom of the dialog box, the type of access (access role) can be selected with the Role selection list. For this purpose, at least one entry must be selected in the upper area, in the access list. Multiple selection is possible, in which case several entries receive the same permission

.

The assignment of permissions to access roles is defined in the RTT PictureBook Management Console. See also →*RTT PictureBook Management Console*, Page 82.

Send link

sends a direct link to the selected directory by e-mail to another user of the RTT PictureBook server.

You can send an e-mail only if a valid e-mail address for the recipient is defined in the user information.

Access via the URL is possible only with a valid user name and the corresponding password for this RTTPictureBook server.

The assignment of rights for the visibility of the assets is retained.

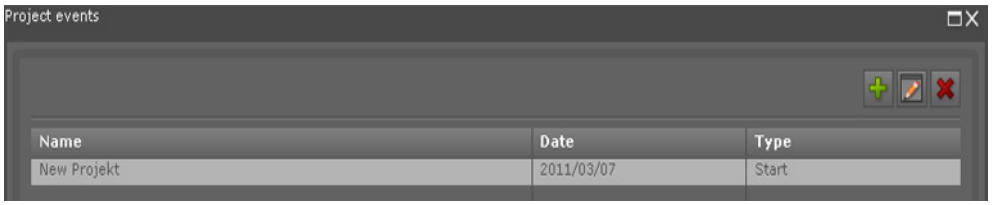
Copy link

In addition to sending the URL to a registered PictureBook user, you can also copy the URL to the clipboard and insert it into other applications.

Project events

Project events can be installed for each directory to help in the organization of a project.

If you click **Project event** in the context menu, a dialog box opens in which you can create a new event entry.



creates a new entry. On the right of the window, you can enter the name, a description, and the date. You can also define a type for each entry. The following are available:

_ Deadline
_ Meeting
_ Presentation
_ Meeting
_ Review
_ Start
_ Stop

saves the entry and stores the event as a visible icon in the time bar.

Track folder

Track folder adds the directory to the list of directories to be tracked

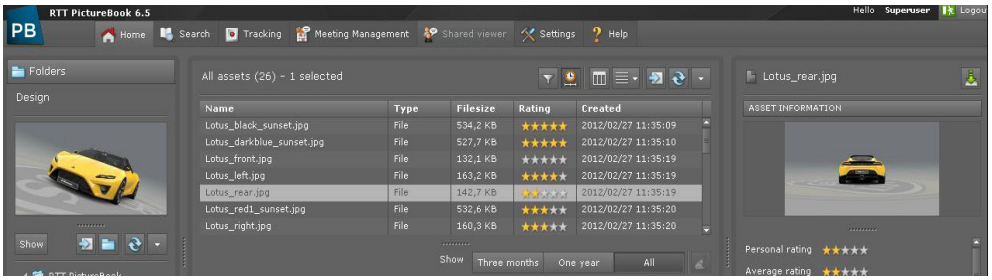
Note that only the selected directory is added to the list. Subdirectories have to be specified separately.

Import PDM Model

See → *PDM Connector*, Page 75.

Asset list

This area displays the available assets of the selected folder.



Filtering assets

Show filters

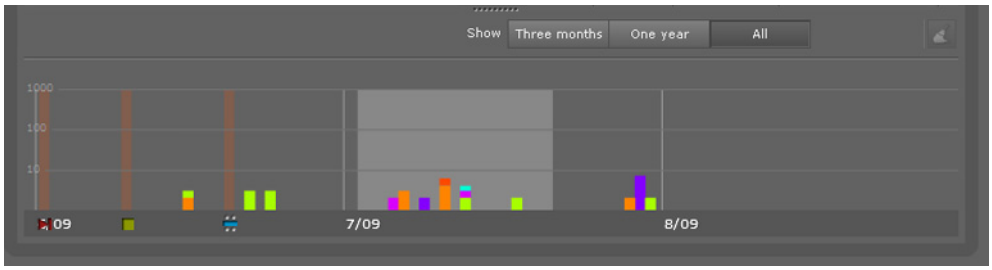
displays the filter bar. Here you can specify asset names or parts of names and then filter the displayed asset list.

Search

Start the filter/search by pressing Enter or this button.

Open timeline filter

Shows a time bar that graphically displays the number of created assets for a selectable area.



If you click the bar or drag an area with the mouse, the displayed assets are filtered according to the creation date in the asset list.

If you drag the lower bar with the date specifications (displayed according to selected view) to the left or right, the time bar is shifted, enabling a selection beyond the visible area.

The volume of data is shown by the length of the bar. Data types are shown in different colors.

Restrict the view of the time bar to three months.

Restrict the view of the time bar to a year.

View of the time bar from the first to the last asset creation date.

If the period is less than three months, a period of three months is shown.

Remove restriction of time bar filtering.

Select columns

This function is available only for the text view. You can select the columns to be displayed for this view.

Zoom

This slider is displayed only in the gallery view. It adjusts the size of displayed assets.

Change view

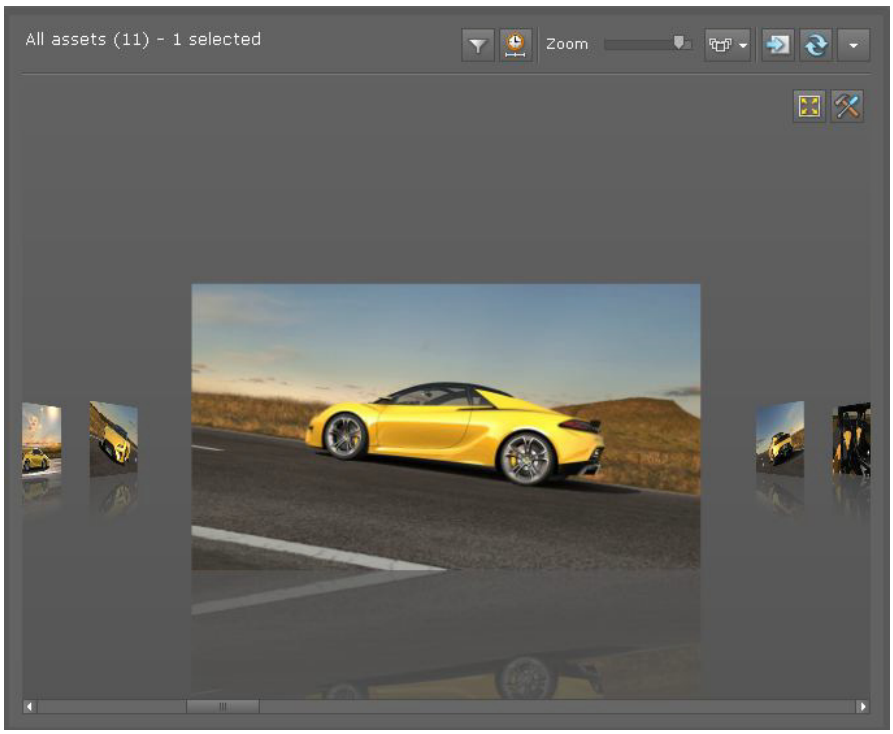
In this area, you can switch between four views.

In the text view, two columns are displayed with the file names of the assets and their file size.

The gallery view shows you images. The displayed size can be adjusted with the zoom slider described above.

The detail view displays images, text, creation date, user name of creator, rating, and metadata.

The flip-book view enables you to scroll through all assets in an optically attractive manner. The asset thumbnails are zoomed from the background to the foreground and displayed according to direction of travel. You navigate either with the horizontal scrollbar or the arrow keys on the keyboard.



Import new assets

See section: → *Import new assets*, Page 13

Refresh

Refreshes the contents of the list.

Function menu

The function menu gives you access to the functions of the context menu.

It is enabled only if an existing asset is selected. You can either open the function menu by clicking this button or right-click a folder and select one of the following functions from the context menu:

View

Displays the preview selection in the **Media Viewer** (→ *Media Viewer*, Page 51). Single and multiple selection are possible.

Download

Saves the preview selection on a data medium outside the PictureBook server. This works in the same way as with a standard download using a browser Note the browser-specific settings for default storage locations, automatic downloads, etc.

If two or more assets are selected, they are stored together as a zip file.

Rename

Renames an asset.

Delete

Deletes the asset selection.

Cut

Copies an asset selection to the clipboard. You don't see the effect of the cut until you paste the selection somewhere else in the folder structure. Then, the cut asset selection is deleted from its old position and inserted at the new position.

All asset information including all details (previews, metadata, annotations, etc.) is copied and moved completely to the new position.

Copy

Copies an asset selection to the clipboard. The selection can then be inserted as a copy at a different position of the folder structure.

All asset information including all details (previews, metadata, annotations, etc.) is copied and created as a complete copy at the new position.

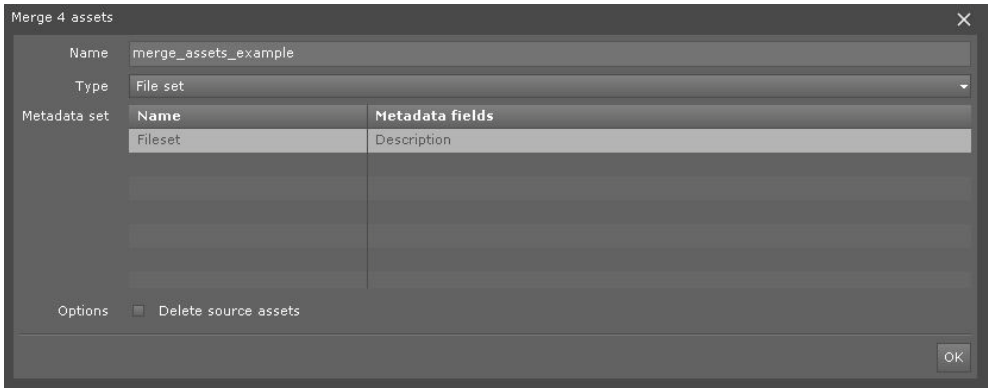
Paste

Inserts an asset selection that is copied to the clipboard with the Cut or Copy functions.

Merge

You can combine (merge) assets to form a file set.

This is useful for keeping project directories clearly arranged. Information from old projects can be merged meaningfully into an asset without having to delete data.



Name

In contrast to the asset import procedure, you can enter a name for the file set in the dialog box.

Type

You can assign an asset type in the Type selection box. The following asset types exist:

_ File set

_ Model

_ Surrounding

_ Look

_ Geometry

The contents of a **file set** are displayed under 'File' in the asset information area.

If you merge assets with several files into a **Fileset**, there is no longer any assignment between the files and the assets if you split them later. When you merge assets, all files of the asset you want to merge are saved as **File** type on one level directly in the new asset container.

Metadata set

In this area, you can select a set from existing metadata sets to be used later for entering additional information. The metadata set assigned to the asset can be changed at any time in the asset details area.

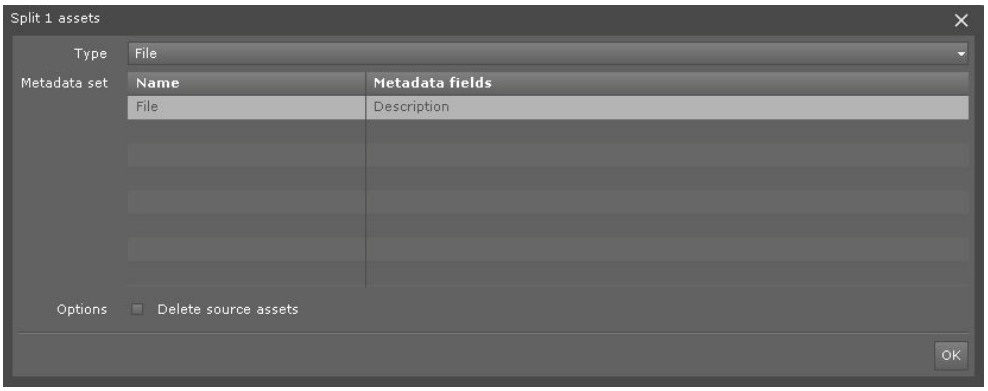
To create, change, or delete metadata sets, you have to have the corresponding authorization for access to the RTTPictureBook Management Console.

Delete source assets deletes assets after merging. Then, the assets only exist in the file set.

Alternatively, you can use the **Merge...** function of the context menu.

Split

Splits file sets into assets.



Type

When you split **file sets**, **File** is the only type available

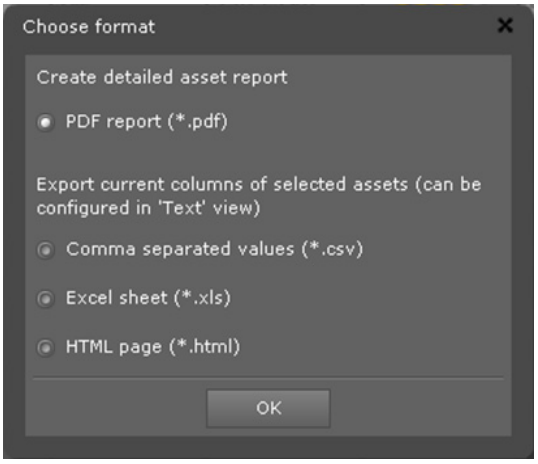
Metadata set

The metadata set you select here is assigned to assets after splitting.

Alternatively, you can use the **Split...** function of the context menu.

Create assets report

Create assets report... Generates a report containing the properties of the selected assets.


Choose format
Create detailed asset report
PDF report (*.pdf)
Export current columns of selected assets (can be configured in 'Text' view)
Comma separated values (*.csv)
Excel sheet (*.xls)
HTML page (*.html)
OK

The output can be in various formats:

PDF report (*.pdf)

Outputs a full report based on a template as PDF file

Comma-separated values (*.csv)

Generates a list report based on the visible columns as .csv file in which the entries are separated by commas

Excel sheet (*.xls)

Generates a list report based on the visible columns as Microsoft Excel table

HTML page (*.html)

Generates a list report based on the visible columns as HTML file

The PDF-report contains detailed information about the assets and is based on a template on the server that can be individually adapted to the customer's request.

Add to collection

Add to collection... Adds assets to a collection. Multiple selection of assets is possible → *Collections*, Page 30.

In the following dialog box, you can either create a new collection or add the asset selection to an existing collection.

Create new collection

Create new collection If the desired collection does not exist, enter the name of a new collection here. After creating the collection and adding the selection of assets, confirm your input by clicking OK. The collection is then available with the added asset selection on the **Collections** tab.

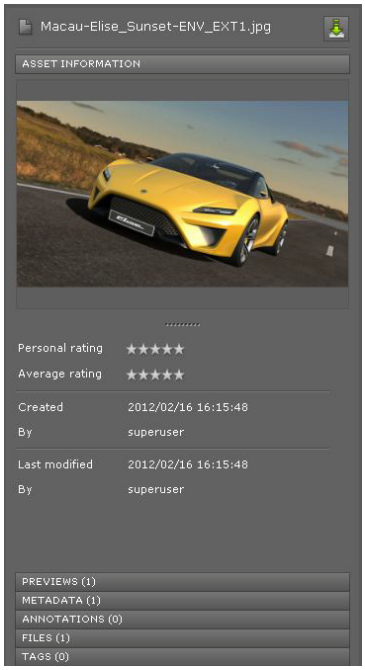
Adding an asset selection to an existing collection

To add the asset selection to an existing collection, select a **Collection** in the dialog box and confirm your selection by clicking **OK**.

Asset details

Displays detailed information about an asset selected on the asset list. This includes previews, tags, metadata, etc.

This area is divided into different subareas:

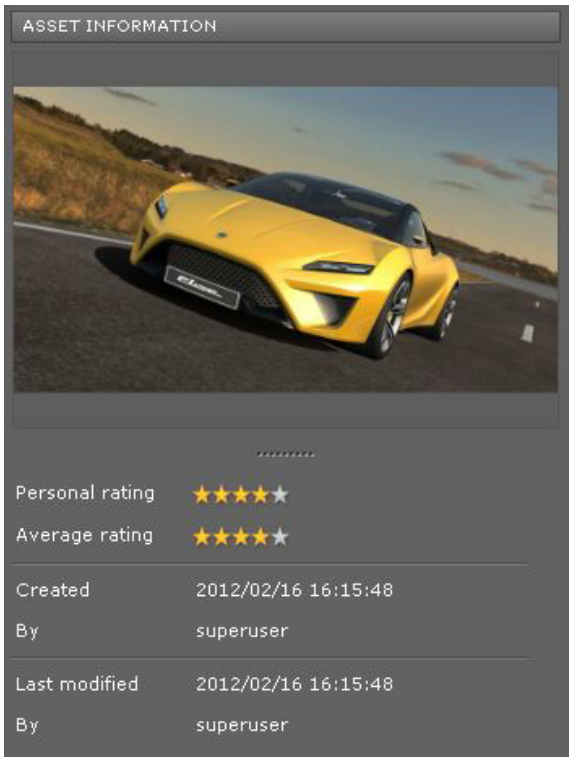


Download

Saves the displayed asset on a data medium outside the PictureBook server. This works in the same way as with a standard download using a browser Note the browser-specific settings for default storage locations, automatic downloads, etc.

Asset information

ASSET INFORMATION All the information shown here (except the personal rating and the thumbnail, which can be removed) is for viewing only and cannot be changed.



Deleting a thumbnail

Delete by clicking this button, which is shown at the top right of the image area when you position the mouse pointer over an existing image. If no thumbnail is stored for an asset, PictureBook uses its own icons, which differ according to asset type.

Personal rating

You can make ratings for all assets. This rating can be one of 5 grades. To make a rating of a selected asset, move the mouse pointer over the stars to the right of the Personal rating label. The higher the number of yellow stars, the higher the rating. When the mouse pointer reaches the appropriate star, click that star and your rating is stored.

Average rating

When the first rating for an asset is made, PictureBook generates an average rating. This area is used for display and cannot be changed by the user.

Created

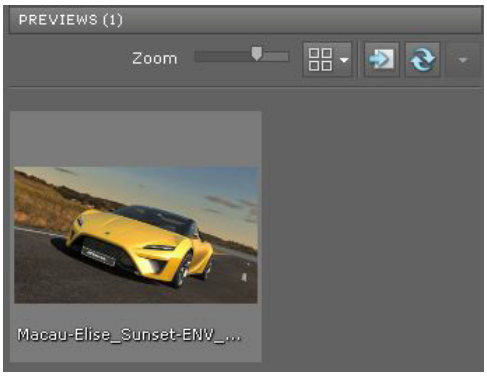
Shows the creation date and the PictureBook user who created the asset. This area is used for display and cannot be changed by the user.

Last modified

Shows the last change date and the PictureBook user who made the change. This area is used for display and cannot be changed by the user.

Previews

For all assets, you can create previews and display them in this area.



This area offers the following functions:

Zoom

This slider is displayed only in the gallery view. It adjusts the size of displayed previews.

Change list view

In this area, you can switch between two views.

In the text view, a column is displayed containing the file name and the file size.

The gallery view shows you images. The displayed size can be adjusted with the zoom slider described above.

Import new previews

You can create more than one preview of an asset. This function enables you to add previews to an asset. Use the context or function menu

to define images (only) as thumbnails and display them under **Asset information**.

The following file formats are supported:

Image formats: **jpg, gif, png, tif, bmp, psd**

Videos: **mov, flv**

Flash: **swf**

Documents: **pdf**

Refresh

Refreshes the preview. This may be necessary to show other users' changes to previews of the selected asset.

Function menu

The function menu gives you access to the functions of the context menu.

It is enabled only if an existing preview is selected. You can either open the function menu by clicking this button or right-click a preview and select one of the following functions from the context menu:

View

Displays the preview selection in the **Media Viewer**. Single and multiple selection are both possible. See also →*Media Viewer*, Page 51.

Download

Saves the preview selection on a data medium outside the RTT PictureBook server. This works in the same way as with a standard download using a browser Note the browser-specific settings for default storage locations, automatic downloads, etc.

Delete

Deletes the preview selection. Multiple selection is possible.

Set as thumbnail

This function applies to single selection only. The selected preview must be an image. The image defined as a thumbnail is then displayed under **asset information**.

Metadata

This area contains input fields according to the metadata set assigned to the selected asset.

Annotations

Make annotations on the selected asset here. You can make annotations on individual assets only; if you make a multiple selection, the function is not available.

Show editor

Shows and hides an editor for annotations.

Make your annotation in the Title and Text fields.

Click this button in the editor to save your input.

Refresh

Refreshes the annotation view. This may be necessary to show other users' changes to annotations of the selected asset.

Files

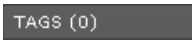
Displays all data linked to the asset. The Function menu contains the **View**, **Download**, **Delete**, **Generate preview** and **Refresh** options.

The views can also be set according to the **asset list** here.

Import new files

Adds files to an asset. If the type of the asset is **File**, you are prompted to change the asset type to **File set** when adding files.

Tags



Tags are used for labeling assets. Single words can be saved as asset tags. You can create tags either in the PictureBook Management Console or here in the PictureBook browser.

Tagbrowser

Opens the Tagbrowser dialog box. If tags already exist, you can view them here and select them with the mouse. Multiple selection is possible. Confirm your selection with **Select**.

Creating new tags

If a desired tag does not exist, you can create it in the text box. Save it by pressing Return.

Tags created in the PictureBook browser also appear in the Management Console and can be managed there. The tags are also available to other users.

Collections

PictureBook enables you to merge assets into a collection and share this with other users. This simplifies group work, provides fast and accurate access to predefined media, and cuts search times.

You add assets on the **Folders**, **Smartfolders** and **Search** tabs. On those tabs, you can use the context menu or the menu button to merge assets into a collection.

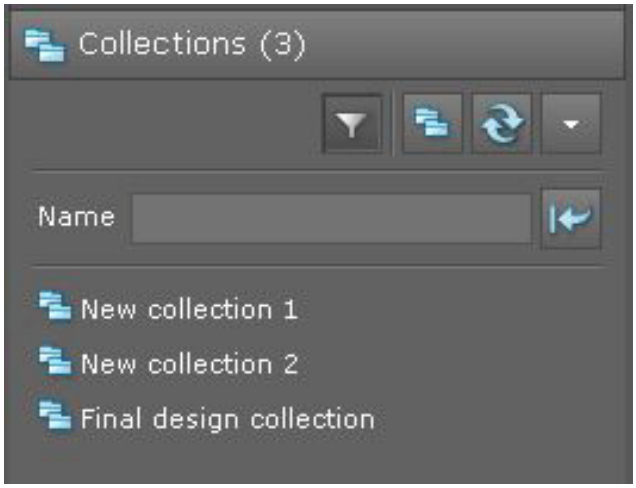
Note that you can only view assets for which you have at least read permission.

On this tab, you can do the following:

_ Create an new collection

_ Rename or delete a collection, or share it with other users/groups

_ Edit asset details as on the Folders tab



The **Collections** tab has three areas:

Collection list

Displays all collections created by the user or shared with him or her (or with his or her group) by other users.

If the number of collections is large, you can search for one using a name. You can filter collections after entering a search term.

Show filter

Displays a filter bar.

Here you can specify collection names or parts of names and then filter the displayed collection list.

Reset

deletes text from the filter box and resets the filter. All collections are then displayed unfiltered.

Create new collection

Creates empty collections. Enter a name for the collection you want to create.

The names of collections must be unique. If a name is defined more than once, the underscore character and a serial number is appended to it.

Refresh

Refreshes the collections view. This may be necessary to show other users' changes, such as renaming or deleting collections.

Function menu

This button gives you access to the functions of the context menu.

It is enabled only if an existing collection is selected. You can either open the function menu by clicking this button or right-click a collection and select one of the following functions from the context menu:

Rename

Renames a collection.

Delete

deletes the selected collection.

Share

You can share a collection with other users or groups on the same RTTPictureBook server.

Icon showing a non-shared collection.

Icon showing a shared collection.

Since sharing does not take place at asset level, only the **collection** of assets is shared.

To every user who shares the collection, the authorizations assigned to him or her or those inherited by a group at asset level apply. This means that a collection of assets can be displayed or edited only if authorization exists for the respective asset in the collection; all other assets are not visible.

Following the sharing, the collection is immediately available to authorized users and is displayed on the **Collections** tab of the respective user.

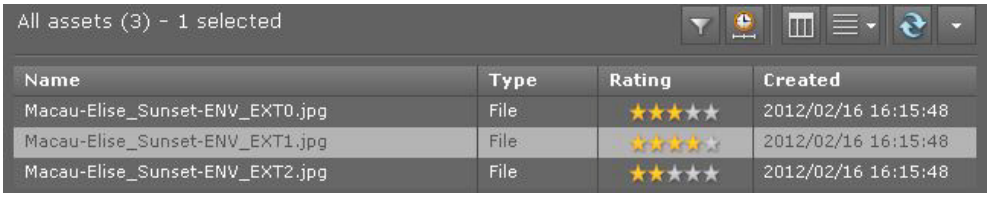
Collection asset list

This area is identical with the asset list area on the Folders tab except for the following → *Asset list*, Page 17:

The **Cut, Copy, Paste, Merge** and **Split** functions of the function/context menu are not possible.

If you select a single asset, you can select **Go to folder** from the context menu to select the corresponding asset in the original directory.

You can select **Remove from Collection...** from the context menu to remove selected assets from a collection.



Collection asset details

This area is identical with the asset details area on the Folders tab → *Asset details*, Page 25.

Further information

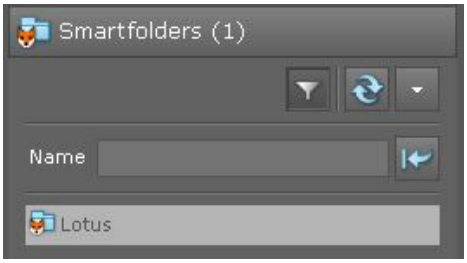
For further information, see the video tutorials supplied. You can view these tutorials under **Help** on the RTT PictureBook browser.

Smartfolders

Smartfolders are collections of search criteria in PictureBook. On the **Search** tab, you can save collections of search criteria as smartfolders → *Save as Smartfolder*, Page 38.

The Smartfolders tab has three important areas:

Smartfolder list



Show filters

Displays a filter bar.

Here you can specify smartfolder names or parts of names and then filter the displayed smartfolder list.

Refresh

Refreshes the smartfolder view. This may be necessary to show other users' changes to smartfolders (such as renaming or share withdrawal).

Function menu

The function menu gives you access to the functions of the context menu.

It is enabled only if an existing smartfolder is selected. You can either open the function menu by clicking this button or right-click a folder and select one of the following functions from the context menu:

Rename

Renames a smartfolder.

Delete

Removes a selected smartfolder.

Share

You can share a smartfolder with other users or groups on the same PictureBook server.

Icon showing a non-shared smartfolder.

Icon showing a shared smartfolder.

Since sharing does not take place at asset level, only the search mask is shared.

To every user who shares the smartfolder, the authorizations assigned to him or her or those inherited by a group at asset level apply. This means that assets inside a smartfolder can be displayed or edited only if authorization exists for the respective asset.

Following the sharing, the smartfolder is immediately available to authorized users and is displayed on the **Smartfolders** tab of the respective user.

Smartfolder asset list

This area is identical with the asset list area on the Folders tab except for the following →*Asset list*, Page 17:

- There is no filter bar or time bar.
- The **Cut, Copy, Paste, Merge** and **Split** functions of the function/ context menu are not possible.
- If you select a single asset, you can select **Go to folder** from the context menu to jump to the Folders tab on which the folder containing the selected asset is displayed.

Smartfolder asset details

This area is identical with the asset details area on the Folders tab
→ *Asset details*, Page 25.

Further information
For further information, see the video tutorials supplied. You can view these tutorials under **Help** on the RTT PictureBook browser.

Search

With the PictureBook search function, you can search for assets according to specific criteria.

All assets for which you have read permission are searched.

Search criteria list

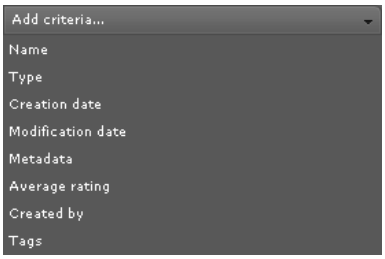
You can make a search according to your own criteria.

You can include the following asset information in the search:

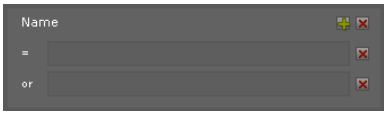
- Name
- Type
- Creation date
- Modification date
- Metadata
- Average rating
- Created by
- Tags

Add criteria...

Search by name is the default criterion. Add further criteria by selecting them from the search criteria list.



The following example shows that the **Name** criterion has been added to the list.



Adds a line to the search criterion. At least one field of the criterion must match (*OR* join).

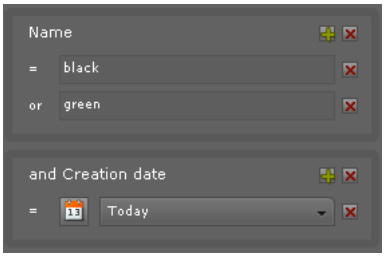
If a search criterion already exists in the criteria list, another line is added to this area.

The different criteria areas are joined by a logical **AND** and must all be fulfilled.

Removes single lines within the area of a criterion. If you remove the last existing line, the area of this criterion is removed from the list.

Example

Find all assets with **black** or **green** in the name and created today:



Search

starts the search. Alternatively, press the Return key.

Reset

Deletes all search criteria so that you can start you entry again.

Function menu

The function menu gives you access to the functions of the context menu.

It is enabled only if an existing smartfolder is selected. You can either open the function menu by clicking this button or right-click a folder and select one of the following functions from the context menu:

Load Smartfolder

Loads a search saved as a smartfolder and displays the search results.

Save as Smartfolder

Saves the search as a smartfolder. Following the save process, the Smartfolders tab opens, showing the new smartfolder.

Search asset list

This area is identical with the asset list area on the Smartfolders tab →*Smartfolder asset list*, Page 35.

Search asset details

This area is identical with the asset details area →*Asset details*, Page 25.

Further information

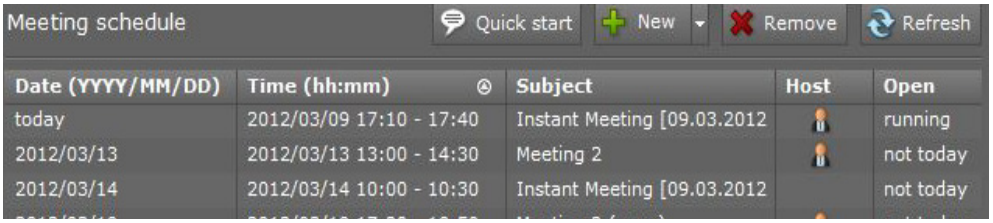
For further information, see the video tutorials supplied. You can view these tutorials under **Help** on the RTT PictureBook browser.

Meeting Management

Enables you to arrange web meetings with other PictureBook users.

Meeting Schedule.

A list of current or scheduled meetings will be displayed on the left side.



Setting up a meeting

Press Quick start.

To start a meeting instantly. The tab immediately switches to the **Shared viewer**. At this stage the host is the only invitee. Meeting details are pre-filled on the right side and other members now have to be added to the meeting. The start time of the meeting is immediate and duration set to 30 minutes. 3D viewing will be disabled.

Press New/New from selected.

To schedule a meeting.

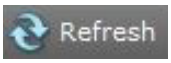
New/New from selected, opens the meeting properties on the right side but without starting instantaneously. The meeting can be scheduled to any period, by choosing the time, date and duration of the meeting in the properties window on the right (provided licenses and render nodes are available).

By choosing the **New** button, the requested Attendees can then be added to the list. By choosing **New from selected**, will copy the list of Attendees, time and date from a previously created meeting into a new meeting. This can be useful if you want to invite the same group of people in to future meetings.

Press **Remove.**

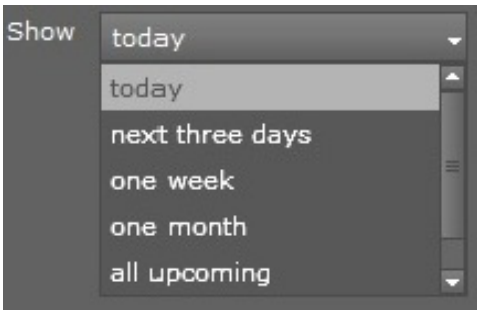
To remove a scheduled meeting from the list. Only the host of the meeting can remove from the list, or any user from their own list if the meeting has expired. A meeting if running, first needs to be stopped before it can be removed from the list.

Press **Refresh.**



To refresh and update the meeting list.

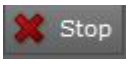
Select **Show.**



To filter displayed meetings.

You can display only scheduled meetings that fall within the time period selected. You can choose from: today, next three days, one week, one month, all upcoming, all time.

Press **Stop.**

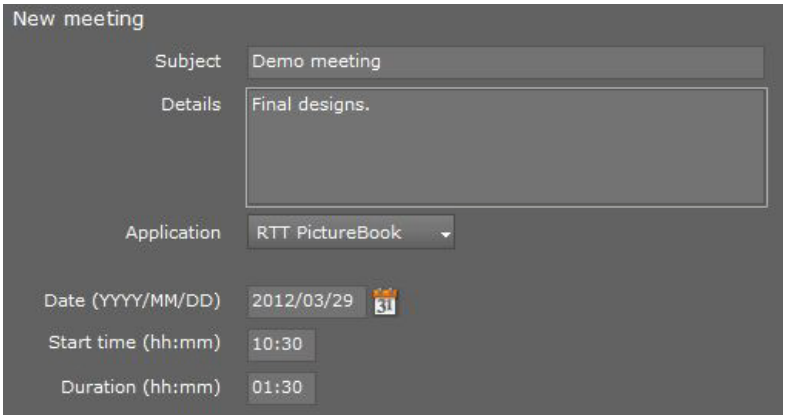


To stop a selected meeting from the meeting schedule list.

Press **Join.**

For an invitee to join a selected meeting from the meeting schedule list. The host must press this button in order to start the meeting.

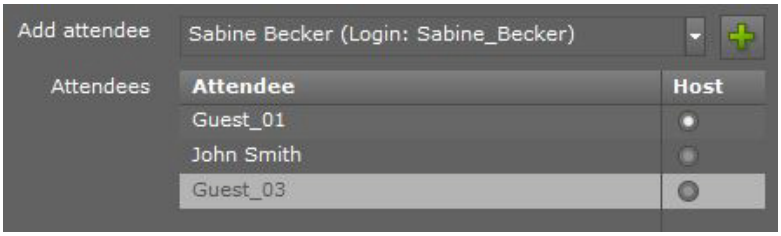
New meeting information.



Here you can add meeting information, including subject and meeting details. Choose the application being used in the meeting, the date, start time and the duration.

If Quick Start meeting is selected, all meeting details are pre-filled. Except for the meetings date and start-time, all other details can be changed also after the meeting start.

Add attendees information.



Add Attendees (participants) to the meeting by first clicking onto the drop down arrow on the right. A list of available users will be shown. Select the user name you wish to add, and click on the Green Plus button to add the attendee to the list.

Remove attendee.

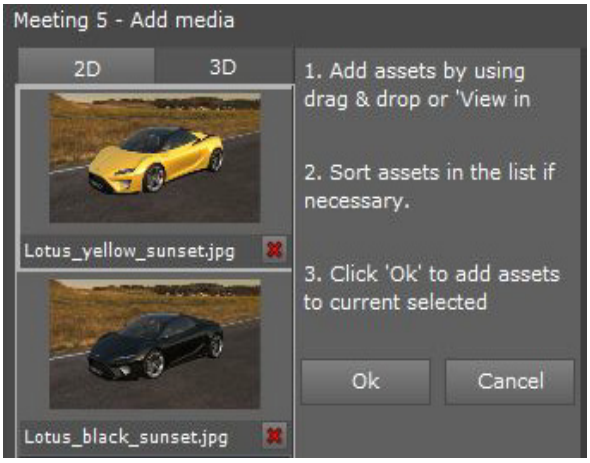
Highlight the attendee in the list and press the **Remove** button to remove them from the list. Please note that the attendees cannot be removed during a meeting.

E-mail notifications.

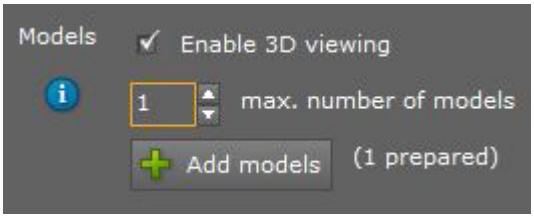
Checking the box, **Send e-mails on updates**, will notify the invitees (with valid e-mail address) when there is a change to the scheduled meeting.

Adding 2D media.

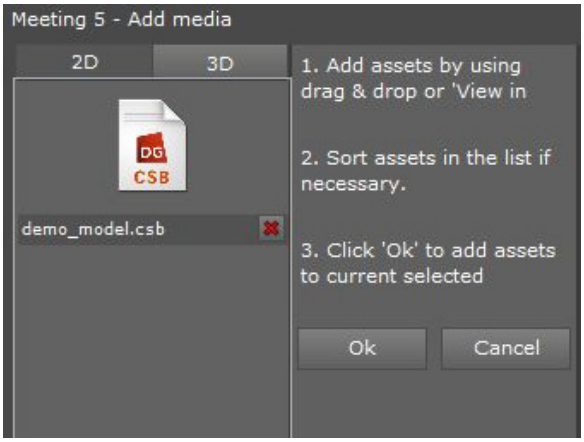
Pressing the **Add media** button will open up a new window allowing you to drag and drop 2D media assets into a list of slots. These are stored ready to be shared in a meeting. An unlimited number of 2D media can be added into the list.



Adding 3D models.



By having a license for Powerhouse, you can add 3D Models to view in a meeting. Select the **Enable 3D viewing** check box and enter the maximum number of models to view. Pressing the **Add models** button will open up a new window allowing you to drag and drop 3D models into a list of slots. These are stored ready to be shared in a meeting. You can not add more models than the maximum number of slots specified.



The total number of models used depends on the capacity of the available Rendernodes at a specific time. When 3D viewing is enabled, the minimum will be set. In the case of Rendernodes with 3 models per node, the maximum is then set to 3. The number of models per render node can be set by the administrator.

Users attending a 3D meeting beyond their duration time, will be notified 5 minutes in advance before a 3D meeting ends, if the Rendernode for Powerhouse needs to be used for another session.

Press **Save changes.**

Saves meeting changes after an edit operation.

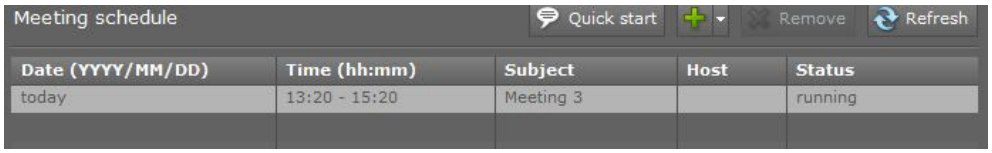
Press **Save to schedule / Discard meeting.**

Saves or Discards your currently scheduled meeting when used with the **New/New from selected** button.

It is important that the, **Save changes** or **Save to schedule** buttons are clicked after any changes, such as adding additional invitees or when adding media, otherwise these will not be updated into the **Shared viewer** window.

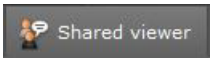
Viewing and joining meeting invitations

Under **Meeting schedule**.



To join a meeting, select the appropriate invite from the **Meeting schedule** and press the **Join** button.

Shared Viewer



Enables you to screen share your media assets in a meeting with other PictureBook attendees.

Attendee list.

Any attendees in the list that are greyed out have not yet joined into the meeting. The Presenter of the meeting is flagged with a Orange 'P' button to the left of the attendee name.

Changing the presenter

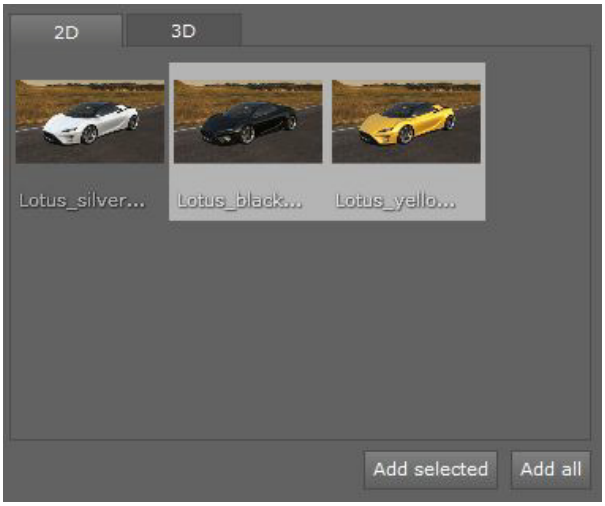
During a meeting, all functions of the Media Viewer area (for further information → *Media Viewer*, Page 51) can be used by the presenter of the meeting.

At any time, the host of the meeting can check the field to the left of an attendees name to transfer the presenter role to that user. The new presenter, can transfer the role to any other attendee, but they can not acquire it by themselves.

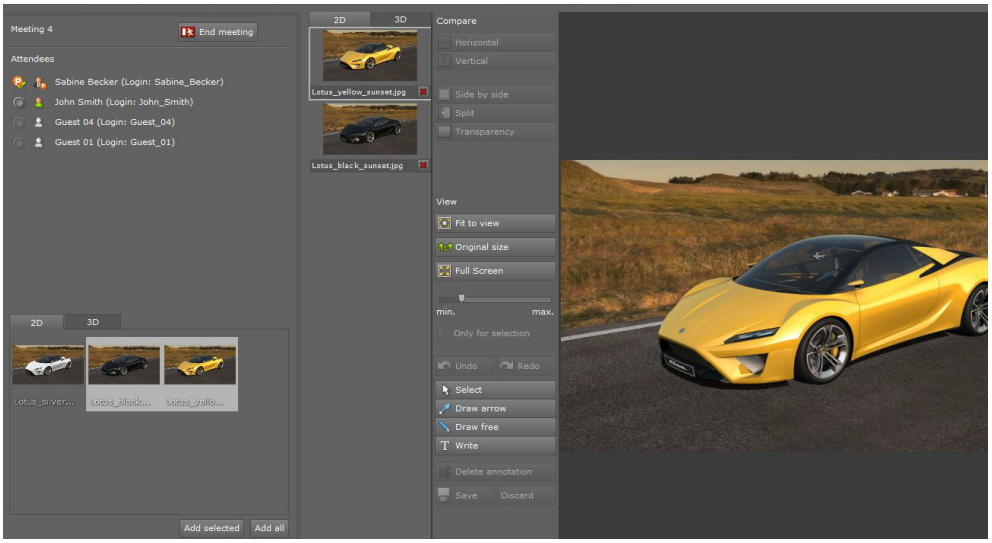
Only one presenter can be active at any time.

Adding stored assets to the shared Media Viewer.

List of **2D** and/or **3D** assets you have prepared for the meeting.



From within the appropriate **2D** and **3D** tabs, select the assets you wish to screen share with other attendees in the meeting, and press the **Add selected** button or you may add all assets stored in the list by pressing the **Add all** button (drag and drop can also be used).



In the example above, when two pre stored **2D** assets have been selected, they are added into the **2D** tab area near the center. **3D** assets are always added into the **3D** tab area. Only the current Presenter can see the central **2D** and **3D** tab areas.

The Presenter can now manipulate the view of the asset in the same way as normally used in the Media Viewer, such as zoom, pan, annotations, transparency views, and all other attendees in the meeting will also see these changes. (Please refer to the Media Viewer section for further information → *Media Viewer*, Page 51)

When adding the first 3D model to the Media Viewer area in the meeting, the Media Viewer will if possible, automatically display the rendered image. This means streaming will start as soon as all the models in the user workspace are loaded. While loading models, no 3D viewing is possible, and the animated timer icon will be displayed during the loading process.

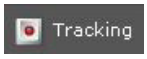
The Host ending a meeting

To end a meeting, click **End meeting**. If the host leaves the meeting, the meeting ends for all attendees. A meeting does not end, unless explicitly ended by its host. This button is located above the attendee list.

Attendee leaving a meeting

For an attendee to leave a meeting, click **Leave meeting**. Even after an attendee leaves a meeting, it still remains active for the other attendees. This button is located above the attendee list.

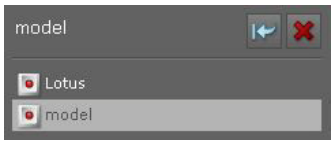
Tracking



This tab displays folders marked for change tracking. Tracking applies only to the contents of a folder and linked information. Tracking can be deleted, or an e-mail notification to the user who activated tracking can be enabled/disabled.

Tracking list

On the left is a list of folders with the tracking flag set.



Deleting list of tracked changes for a folder

Deletes the list of tracked changes for the selected folder.

Disabling tracking for folders

Cancels tracking for the selected folder.

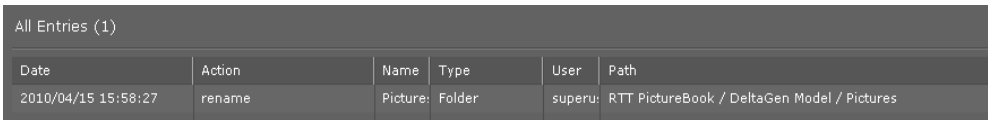
E-Mail notification

In the E-Mail notification check box, you can enable/disable notification of changes in the selected folder.

In order for this notification to work, a valid e-mail address must be stored for the user who activates tracking for the selected folder.

Tracking asset list

The center of the Tracking tab shows the change list logged for the respective folder since the start of tracking.



The following information is saved:

_ Change date

_ Change action

_ Name of sub folder or asset changed

_ Type (folder, file, file set, model, surrounding, look, geometry)

_ User who made the change

_ Asset tree path in which the change was made

Tracking asset details

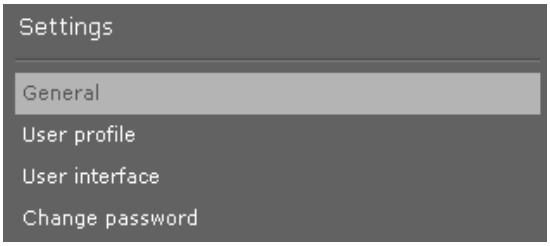
_ This area is identical with the asset details area →*Asset details*, Page 25.

Settings

On the Settings tab, you can edit user-related data.

On the left is a list of settings groups.

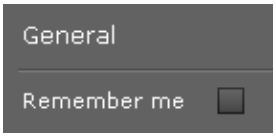
Settings list



General

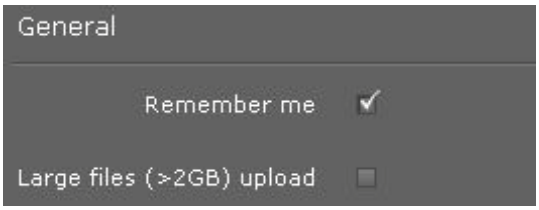
Remember me

Defines whether the user name and password for the browser are stored on the login page and whether login is automatic when the RTT PictureBook browser is started. Alternatively, you can enable this function by clicking the check-box on the login page of the PictureBook browser.



Large Files (>2GB) upload

Uploads files larger than 2 GB, which is not normally possible under the https protocol.



Smart Upload

Smart Upload activates the option to replace existing assets and create a backup while uploading.

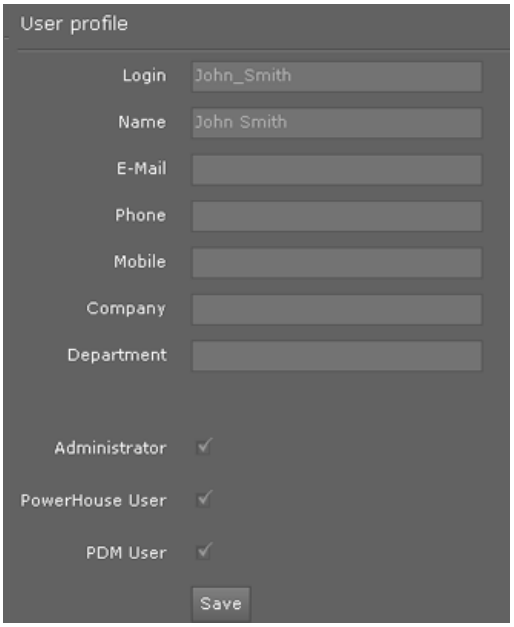
Media viewer image size

MediaViewer Image size defines the resolution in which the images for viewing them in media viewer are produced from the server. You can select between small, medium and large. Small imagesare recommended if there are performance issues on client side or less bandwidth.

User profile

In this area, you can edit the user data stored for you and the access options if necessary.

You cannot change the contents of the Login and Name fields. For further information about the data fields, see the description of the PictureBook Management Console for the **Users** tab. See also → *Users*, Page 82.



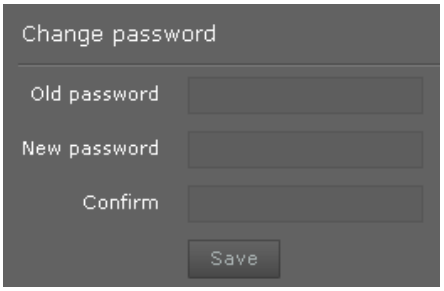
User interface

Sets the language and font size of the PictureBook browser user interface.

You can choose between English and German.

Change password

Select to change your password. Enter you current password, a new password (repeated), all with at least 8 characters.



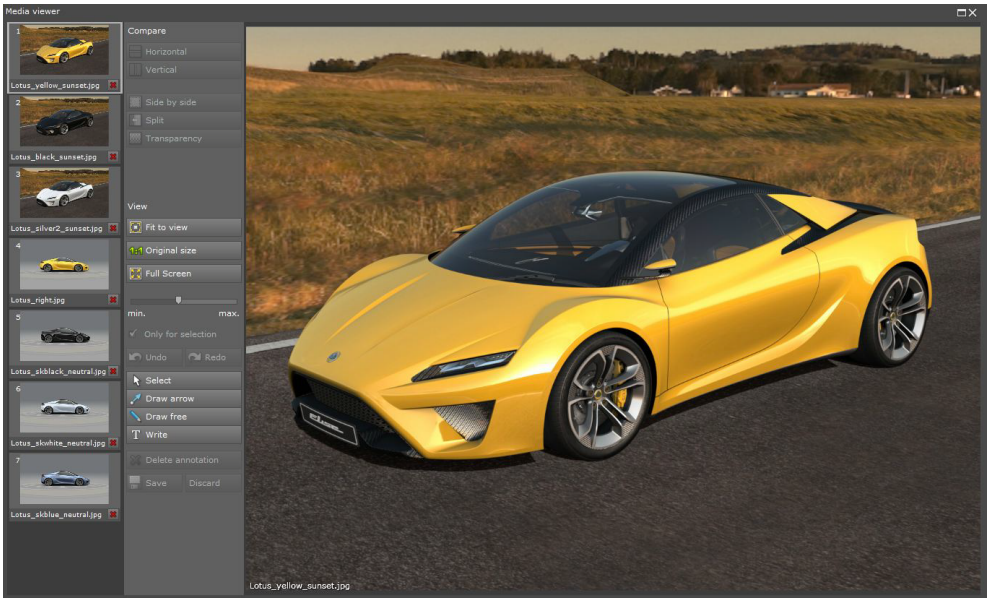
Help

Displays information about individual functions in the form of short videos. The topics are listed on the left. Click an entry to play a video on the right of the browser.

Media Viewer

The Media Viewer enables intuitive viewing and comparing of 2D/2.5D assets (image and video data).

Open the Media Viewer (View...) on the context or function menu in RTT PictureBook. If one or more media assets are selected, the selection is accepted for display in the Media Viewer and shown in the vertical list.



Media viewer tools

Fit to view

Fits the displayed medium into the window size.

Original size

Displays the medium in its original resolution.

Fullscreen mode

Enlarges the Media Viewer to fill the screen. Press the Esc key to exit full screen mode or click on the Leave Fullscreen button top right of the screen at any time to return to normal mode.

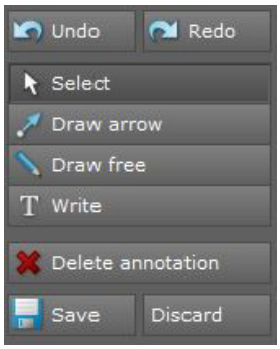
Zoom

Zooms the view to the desired size.

Only for selection

Enables you to zoom and pan assets indepenently from each other by selection, in Side by side and Split comparison mode.

Sketch tools



Sketch tools allow you to draw or make text annotations on the currently displayed assets and models (if using the 3D viewer).

Viewer modes

The Media Viewer contains a number of different viewing modes.

Horizontal layout

places the assets horizontally next to each other in Side by Side mode, or horizontal transition in Split mode.

Vertical layout

places the assets vertically next to each other in Side by Side mode, or vertical transition in Split mode.

Side by side

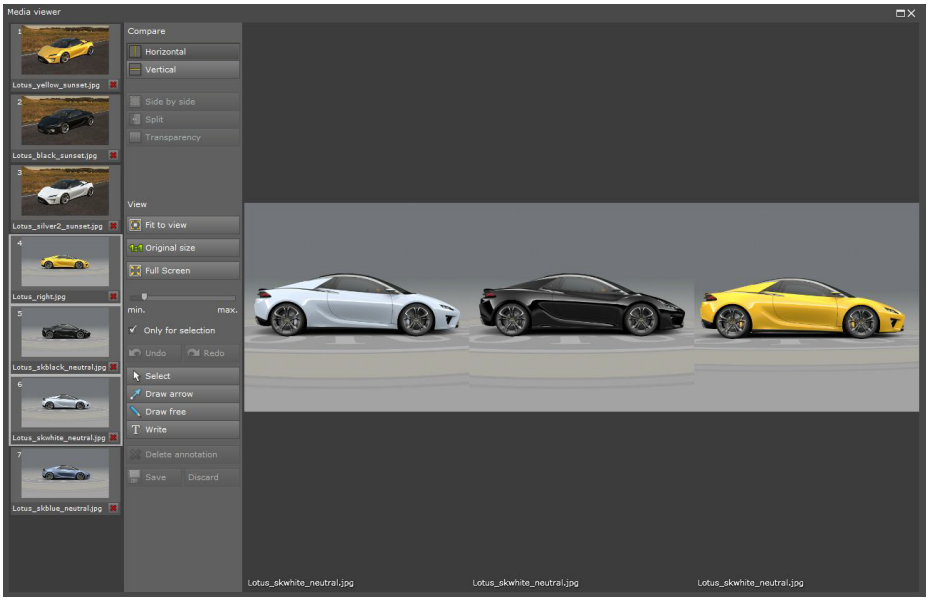
Displays the view selected on the left in the main area. It is possible to display more than one asset simultaneously by multiple selection of the assets. Simply hold down the Control key on the keyboard and select each desired asset with the Left mouse button. Multiselection is also possible by holding down the Shift key.

You can also re-arrange the order the assets are displayed in the main area by dragging and dropping the assets in the left area, one above or below the other.

To remove an asset from the left column, simply click the delete (red x) button on the bottom right corner of the asset.

You can split the viewer horizontally or vertically.

Side by side view.



Horizontal and vertical viewing.

Split

Split allows you to select and compare 2 assets by means of defining the visible portion of each image.

Simply hold down the Control key on the keyboard and select the 2 desired assets with the Left mouse button.

You can also re-arrange the order the assets are displayed in the main area by dragging and dropping the assets in the left area, one above or below the other.

To remove an asset from the left column, simply click the delete (red x) button on the asset itself.

This slider regulates the proportions of the image areas.

The following figure shows an example using Horizontal and Vertical Split comparison.

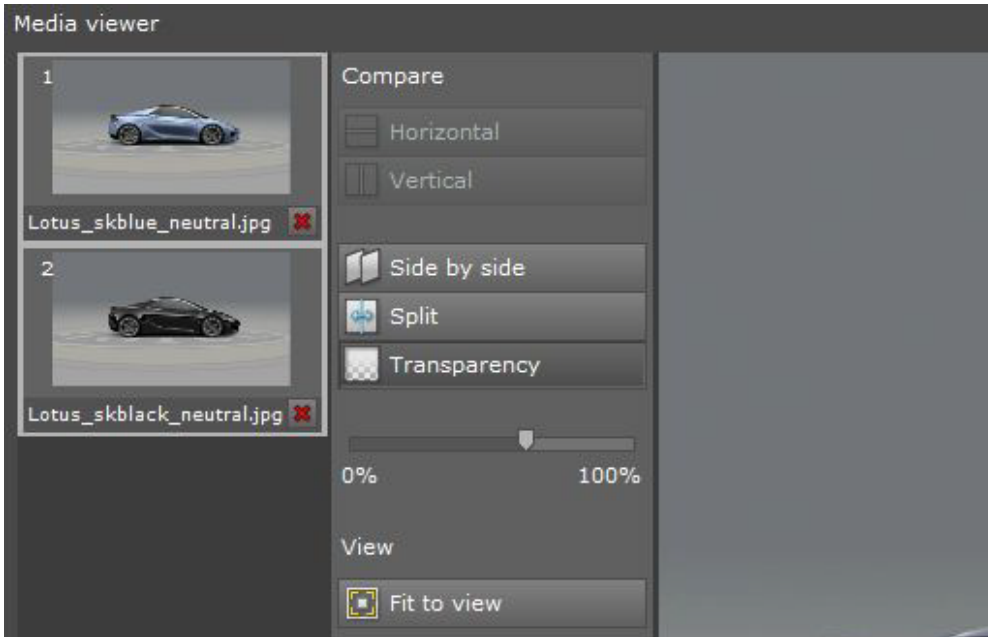
Transparency

This view enables you to place one asset behind another with a transparency effect.

You can manually adjust the opacity level with a slider.

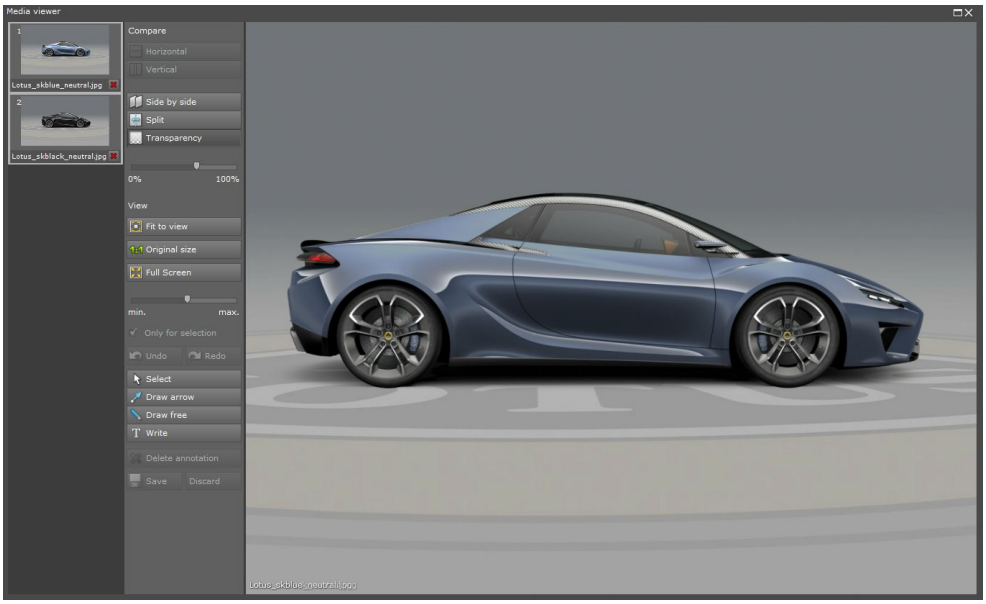
Since one asset is placed in front of the other, increasing the opacity of the front asset can make the rear asset more visible.

In the example below, the light blue Lotus is defined as the foreground and the black Lotus as the background:



The slider is moved to approximately 50%, which means that both images are almost equally transparent or visible.

The following figure shows the result:



Sketch & Annotation Tool

Selecting tool

selects objects within the drawn selection rectangle.

Draw arrow

creates arrows. Use the left mouse button to draw the arrow. As long as the left mouse button remains pressed, the position of the arrowhead can be changed. When you release the left mouse button, the point is created at this mouse position and the arrow is complete.

When you activate this tool, the manipulators for color, line thickness, and transparency are shown at the bottom.

Draw free

A normal pen for freehand drawing.

As long as the left mouse button remains pressed, the tool draws a sketch object in the color, line thickness, and transparence set.

The manipulators for color, line thickness, and transparency are available here too.

Write tool

For creating freely placed text.

Write manipulation

The manipulation options are shown at the bottom and correspond to tools generally used in word processors.

Undo

For undoing one or more sketching steps.

Redo

Restores a step undone with the Undo function.

Delete selection

Deletes sketch objects.

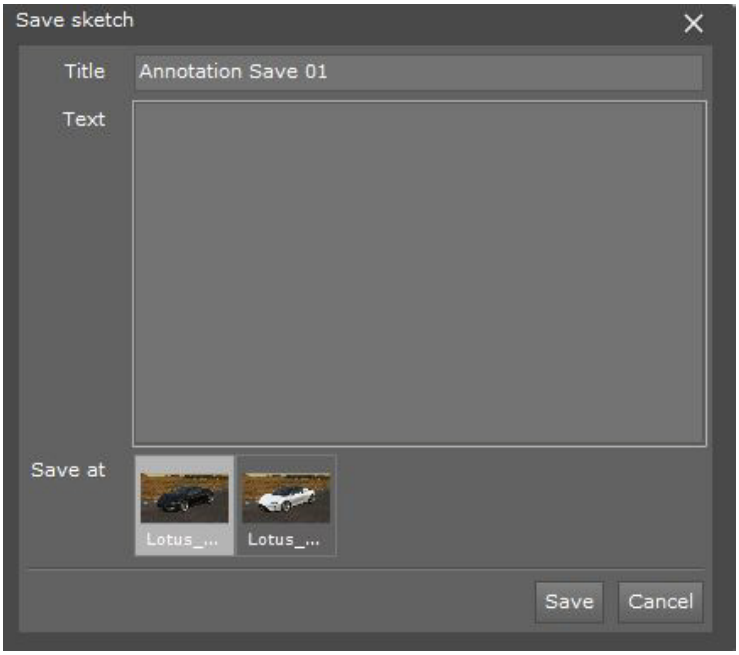
Save

Saves the annotation for the selected asset as 2D information. After a medium is removed from the Media Viewer, the annotation can no longer be edited.

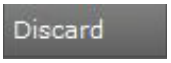
An image is created for the title and text of the stored annotation. If the medium shown in the Media Viewer is already an image, the sketch objects and the image are merged and saved as a new image.

If the medium is a video, the currently displayed frame (as a basis for the image) and the sketch objects are combined during saving.

The following dialog box opens during the save process. In this dialog, enter the title and text of the annotation to be saved and select the asset to which the annotation is to be added. If you select both assets, the annotation is saved for each asset.



Discard



To discard the current annotation. This will prompt you to save your work if you have not already done so.

Further information

For further information, see the video tutorials supplied. You can view these tutorials under **Help** on the RTT PictureBook browser.

RTT Composer

RTT Composer is an expansion of the RTT PictureBook functionality enabling the definition of convincing product images for your communication measures, from the right camera perspective up to the best product variants.

With RTT Composer, you can interact in real time with a VR model to generate high-quality graphical material for the most varied output media without your own special graphics hardware.

The modules **Angle** for **angle hunting** and **2D Art** for **Marketing Picture Creation** offer two simple options of finding a selection of suitable camera positions and settings and using these to produce graphical material.

Prerequisites

To use RTT Composer, you need RTT PictureBook 6.5 plus a separate license for RTT Composer for each respective RTT PictureBook user.

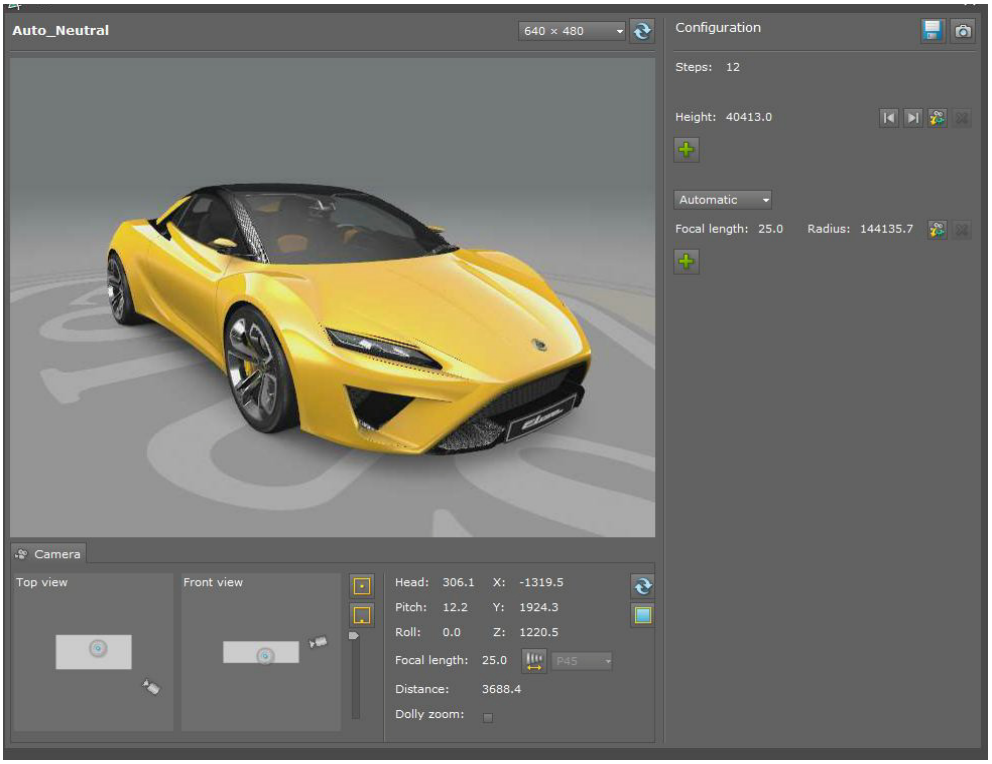
Furthermore, the services required for RTT Composer must be installed and a user named **mediastore** must be created in RTT PictureBook with *administrator rights*. The mediastore user must have the **Powerhouse-User** authorization. See also → *RTT PowerHouse Documentation*.

To be able to access the RTT Composer functions in the menu of the **Asset list**, you first select a **Model**-type asset. When you call this function, the scenes are dynamically loaded to RTT PowerHouse and displayed in the viewer.

Angle

With Angle, you can already define the best camera perspectives for the product in its early design stages.

Different perspectives are generated according to the settings you make. You can reuse the best perspectives in **2DArt** and **RTT DeltaGen** to generate graphical material for different output media.



Navigation

You can move the camera in the viewer as follows:

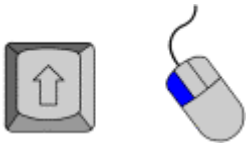
Rotate

Hold down the left mouse button. Move the mouse pointer to rotate the camera around the scene pivot.

Pan

To move the camera parallel to the monitor level (panning), hold down the Ctrl key and the left mouse button at the same time.

Zoom



Press Shift and the left mouse button and keep them pressed. Move the mouse pointer to move the camera nearer to or further from the object.

Camera settings

You can adjust the preview size in the drop-down menu at the top of the window.

Move rotation center

A symbolic representation of the viewer is shown in the **Top view** and **Front view**.

To change the camera center, select the blue circle and keep the left mouse button pressed. The light-gray area represents the bounding box (greatest dimensions of the object).

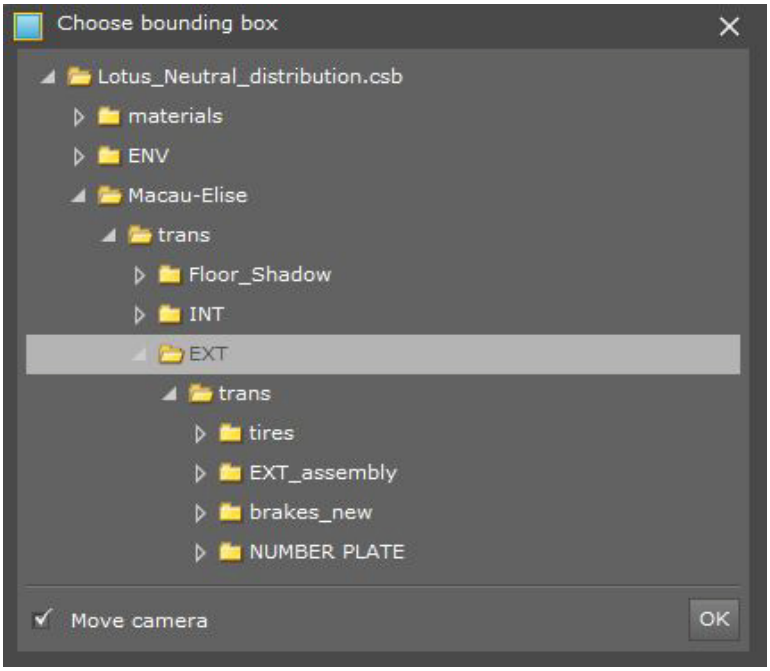
places the camera center in the center of the bounding box.

places the camera center centrally on the lower level of the bounding box.

adjusts the size of the displayed area of the views.

refreshes the camera view with the current settings.

opens a dialog box in which you can select an object to be used as a reference for the values of the bounding box.



The structure of the scene tree opens. Select the object that will define the values of the bounding box. If **Move camera** is enabled, the changes are directly visible in the preview.

Head Pitch Roll defines the components in the spherical coordinate system. The following definitions apply:

Head: Angle to horizontal axis (vertical camera movement)

Pitch: Angle to vertical axis (horizontal camera movement)

Roll: Angle to view axis

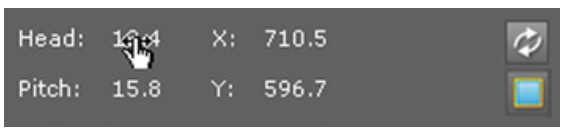
Focal length defines the camera's focal length. This defines the distance between the focal point and the camera. A lower value shows a larger section of the scene, and a higher value a small section.

You can set predefined values in the drop-down menu. The values correspond to those of a miniature (35mm) camera.

Distance specifies the distance between the camera and the camera center.

You can either set the camera with the navigation function and by defining the camera center or entering the required values directly in the corresponding fields.

Editing values



You can adjust the values in the fields either by selecting a field and entering a value or by pressing and moving the mouse button in the input area.

Dolly zoom

The **Dolly zoom** option generates interesting perspectives. You move the camera nearer to or further away from the object while adjusting the focal length so that the object remains permanently focused. This behavior is known as the vertigo effect.

Configuration

Under **Configuration**, you define the parameters for generating the viewing angle.

Steps

Steps defines the number of steps computed for a complete circumnavigation. A step number of 12 means that the distance between the individual images is 30°.

Height

Specifies the height of the camera above the ground level. You can change the values by input in the number area.

Moves the camera to the next position to the left according to the defined steps.

Moves the camera to the next position to the right according to the defined steps.

Transfers the values to the camera.

Deletes the complete line.

Generates a new orbit with the current camera settings.

Automatic / Manual

Automatically adjusts the Radius value to the selected focal length so that the object remains in the focus of the viewer.

Enables manual value input for adjusting the camera distance.

Focal length

Displays the value of the focal length. You can change the values by input in the number area.

Radius

Defines the distance between the camera and the center of rotation.

Deletes the complete line.

Transfers the values to the camera.

Generates a new orbit with the current camera settings.

The settings under Steps and Radius apply to all selected height settings.

The value for Steps and the number of orbits and lenses should be made to fit appropriately. If the value for Steps and the number of orbits and lenses are too high, the data volume may be too large. This can cause a very long load time in RTT PictureBook.

Save configuration

Saves the defined parameters in an xml file in the directory of the original asset.

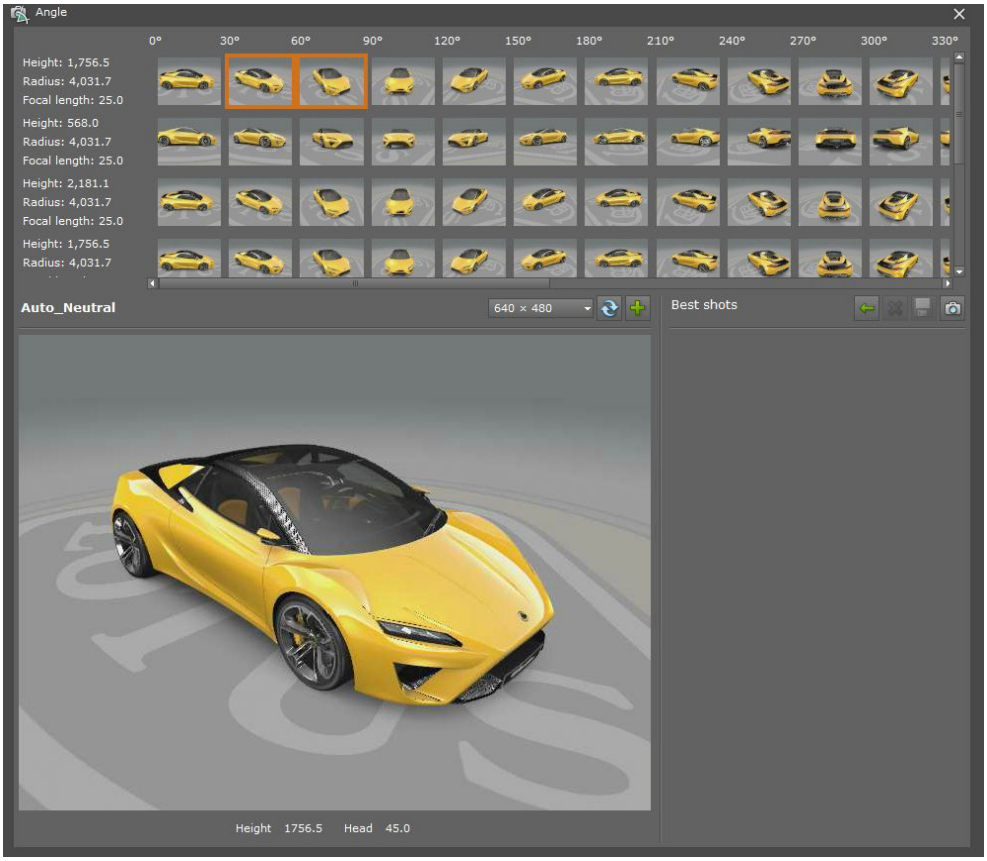
Render orbits

Generates the corresponding previews for each defined parameter and then opens a dialog box for selecting the viewing angles to be produced.

The corresponding preview is generated for each parameter. If two values for Heights and two values for Focal length and Radius are defined, the first orbit is computed with Focal length 1, then again with Focal length 2, then Height 2 with Focal length 1, etc.

Angle examine mode

In **Examine mode**, all generated previews are displayed for selection.



Average

If you select two adjacent thumbnails with the Shift key pressed, the average of the two selected settings is shown in the preview and can be added to the **best shots**.

The **Height** and **Lens** values shown under the main view, can also be changed later by manual input without having to start a new computation.

Best shots

Best shots displays the selection of images to be produced.

adds the current selection to the list of best shots.

You can enter a name and description in the input area.

The name is also used for the produced image.

If you position the mouse pointer over the preview area, the respective parameters are shown in an info-box.

Returns to the parameter setting view.

Deletes the complete selection list.

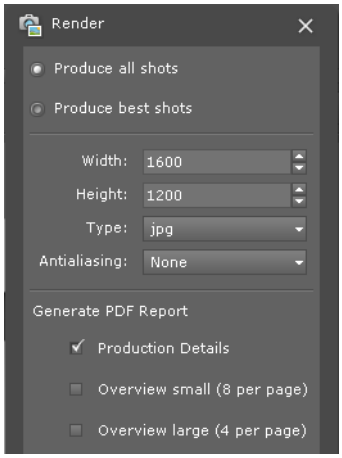
Saves the selection in an xml file in the directory of the original asset.

Produce

Starts computing the selected views and generates an additional xml file containing the parameters of the selected **best shots**.

You can also use the saved settings under **2D Art** (→ *2D Art*, Page 69).

Render settings



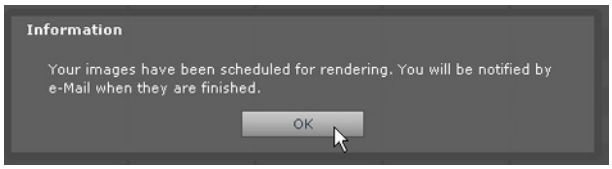
Produce all shots computes all views of the generated selection.

Produce best shots computes only the views added to the best shots.

Enter the desired resolution and the image format in the dialog. Currently, jpg and png are available as file format.

If you select png as image format, the image parameters are stored as metadata in the image and can be used for a later setting, for example for Render export in RTT DeltaGen.

Antialiasing defines the antialiasing quality. The higher the value, the higher the quality, but the higher the computation time too.



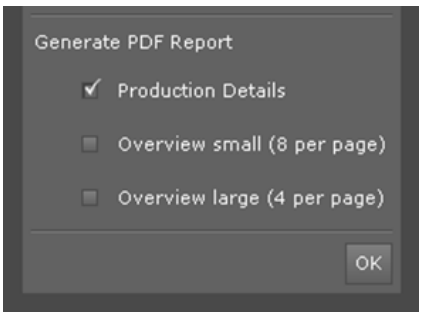
If a valid mail address is stored in the user data in RTT PictureBook, you are informed of the end of the computation process by mail.

PDF Reporting (Angle)

Generates a PDF report displaying all information on the camera position and further data of the asset as a PDF document.

This PDF document is then shown on the asset list where it can be opened with a double-click.

The PDF report can be displayed in 3 variations:



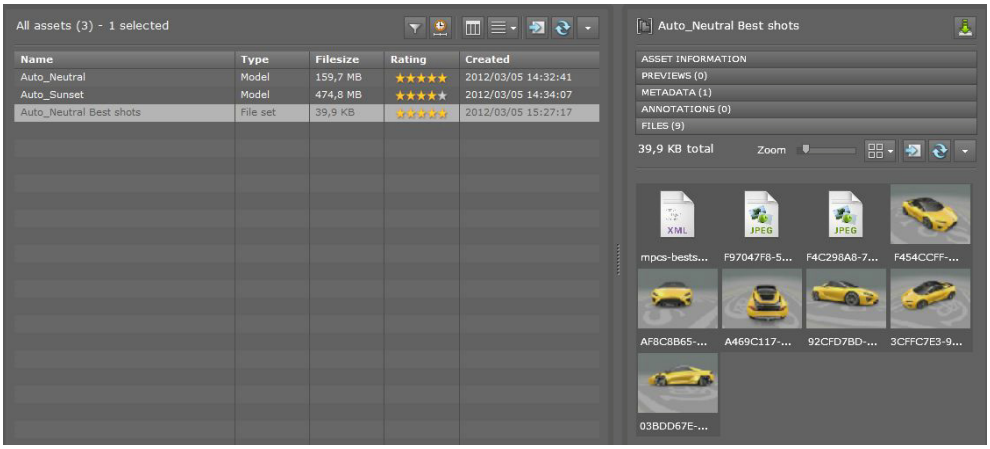
Production Details shows all generated pictures as a list with detailed camera data.

Overview small displays 8 generated pictures per page with the most important camera data.

Overview large displays 2 generated pictures per page with the most important camera data.

Result

The generated image data is saved as a file set (→ *Merge*, Page 21) in the directory of the original model.

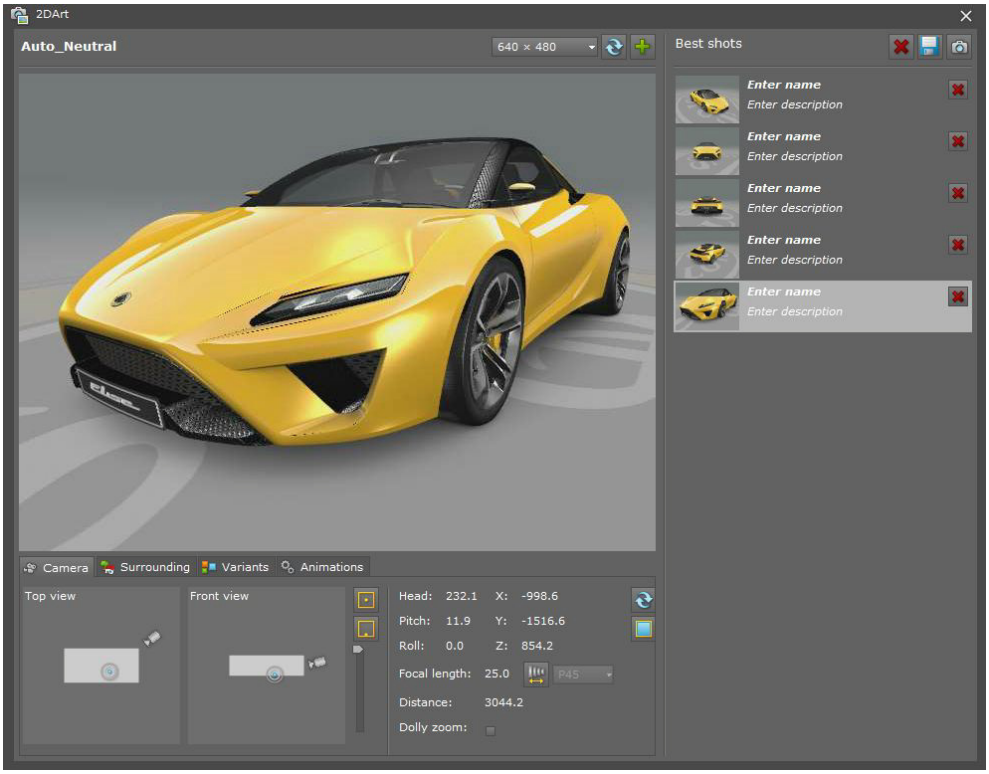


The **file set** receives the name of the original asset plus a numeric suffix.

The generated data (xml files containing the image settings and image data) is displayed under Files in the **Asset details** area.

2D Art

2DArt enables convenient and intuitive setting of high-quality graphical material. 3D models as well as the complete range of variants and animations can be mapped and used without restriction. Using the defined camera perspectives from **RTT Angle**, you can quickly generate the best variants from the selected viewing angles.



Navigating and setting camera values corresponds to the procedure described under **Angle**.

Navigation → *Navigation*, Page 61

Camera settings → *Camera settings*, Page 62

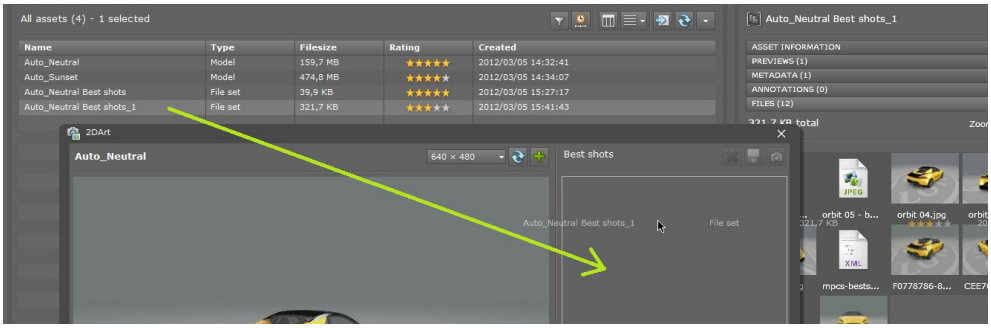
Camera

The desired viewing angles can be set manually as described under **Angle**.

adds the current selection to the list of **best shots**. If the preview is active, you can also add the selection with the **spacebar**.

If you have used **Angle** to generate a selection of **Best shots** and saved the configuration, you can use the selection immediately. This simplifies and speeds up the selection process enormously.

To use the selection from **Angle**, just drag the corresponding configuration file or the file set generated with **Produce** to the **Best shots** area.

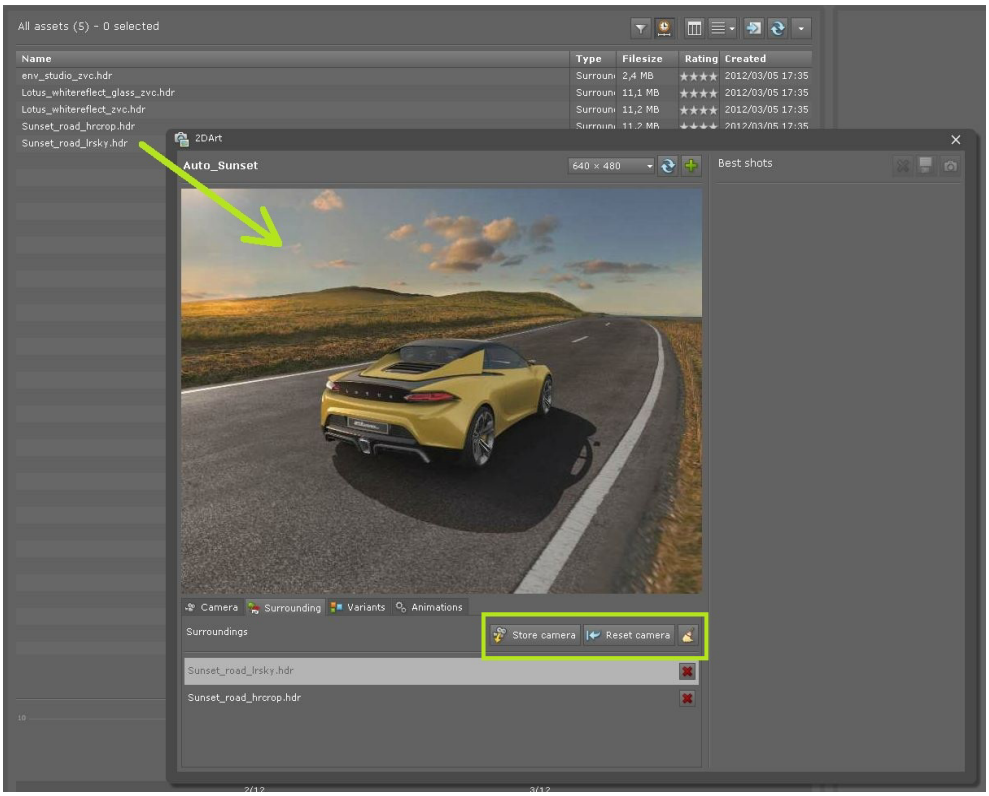


Surrounding

On the Surrounding tab, you can delete surroundings and define default camera settings. Select **Store camera** to save current camera information for future use in RTT PictureBook.

Adding surroundings

You can drag surroundings or backplates directly from the asset list to the viewer or to the surroundings list. If two or more surroundings are dragged to the field, they appear as a list and can be switched there.



If predefined camera and object position data exists, the camera is positioned automatically using these values. If no camera data exists, the camera can be positioned manually and the data stored with the **Store camera** button in RTT PictureBook.

Saves the settings for the default camera.

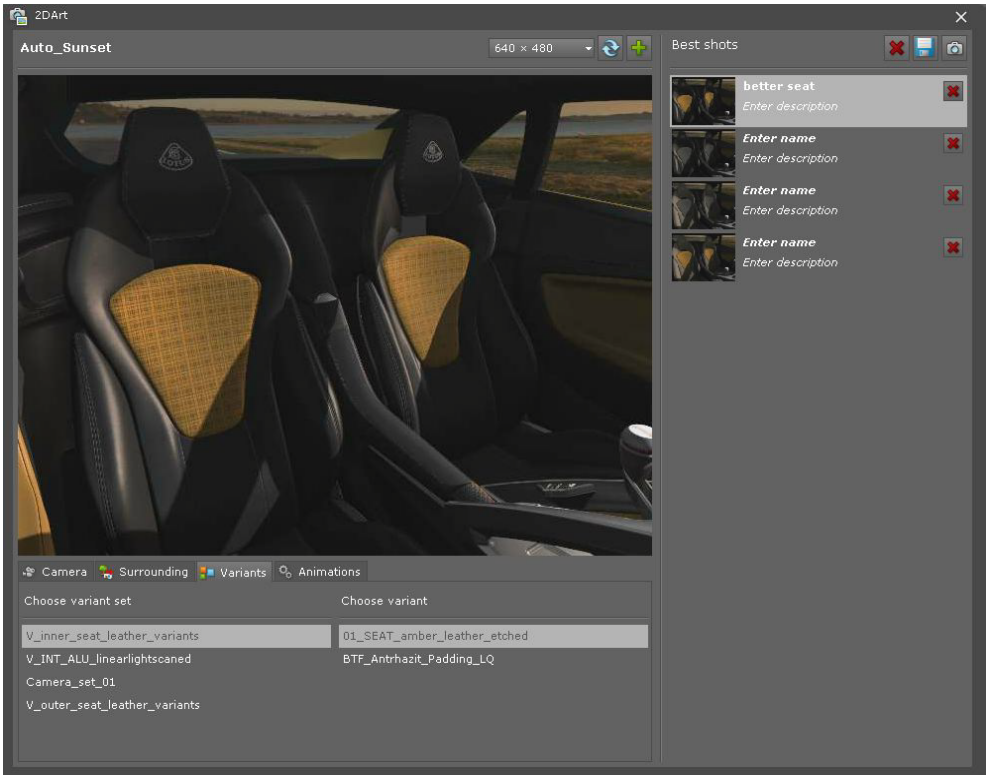
Resets the camera settings.

Deletes the loaded surrounding.

Variants

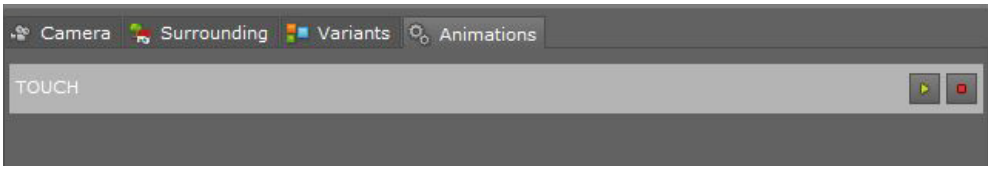
The Variants tab contains all model variants generated with RTT DeltaGen.

On the left, you can select from the existing variant sets; on the right, the respective variants are listed. The preview shows the currently selected variant.



Animations

On the Animations tab, all animations or their initiators in the scene are listed.



plays the animation.

stops the animation.

Animations are always played from the beginning. You cannot save interim positions.

Best shot

Producing and saving assets is the same as described under **Angle**.

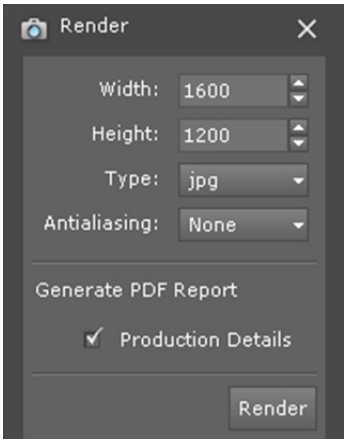
Produce → *Produce*, Page 67

Result → *Result*, Page 69

Image configurations (xml file) saved under 2D Art can only be used in 2D Art.

PDF Reporting (2DArt)

If you enable **Generate PDF Report > Production Details** in the render options, you can generate a PDF report containing all information on the camera position and further data of the asset as a PDF document. This PDF document is then shown on the asset list where it can be opened with a double-click.


Render
Width:
1600
Height:
1200
Type:
jpg
Antialiasing:
None
Generate PDF Report
Production Details
Render

PDM Connector

The PDM Connector provides a more efficient integration in the product development process. It accesses a PDM system directly via RTT PictureBook and enables you to transfer module structures and geometries directly to RTT DeltaGen. You can easily use the CAD data for immediate real-time visualization.

Import

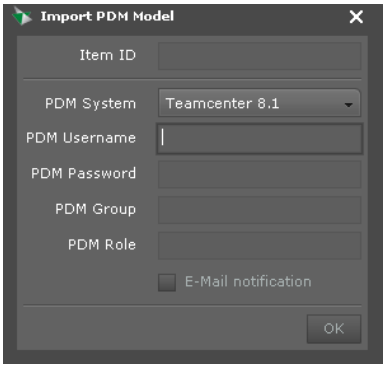
Imports a PDM model to RTT PictureBook. You can then edit this PDM model in RTT DeltaGen and return it to RTT PictureBook.

The data flow is always from the PDM system to RTT PictureBook and not the other way round. Changes to the PDM model can be refreshed with the PDM Connector to RTT PictureBook.

The individual model parts are shown in a tree structure. The model parts displayed in the tree can reference the same geometry data.

In RTT PictureBook, the model parts shown in the tree structure are known as Part Instance, and the underlying geometry data as Part.

Import PDM Model dialog



Item ID is the unique ID of the model to be imported from the PDM system.

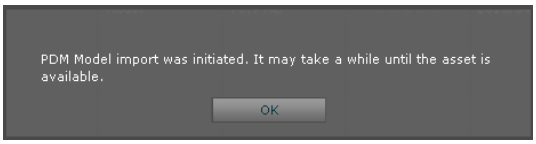
You can select a PDM system under **PDM System**.

Only PDM System Teamcenter 8.1 is currently available. Versions 2007.1, 8.0.1 and other systems can be supported on request.

PDM Username and **PDM Password** are needed for logging in to the PDM system.

Optionally, a RTT PictureBook user can be notified about the import of a PDM model by e-mail. For this purpose, a valid e-mail address for the user must be stored on the RTT PictureBook server. If no e-mail address exists, you cannot select E-Mail notification.

After entering the correct data, click **OK** to start import, which is confirmed by a relevant message.



When the model import is finished, you can refresh the asset list to display the model.

Following import to RTT PictureBook, data deleted under PDM is not deleted from PictureBook.

PDM Model

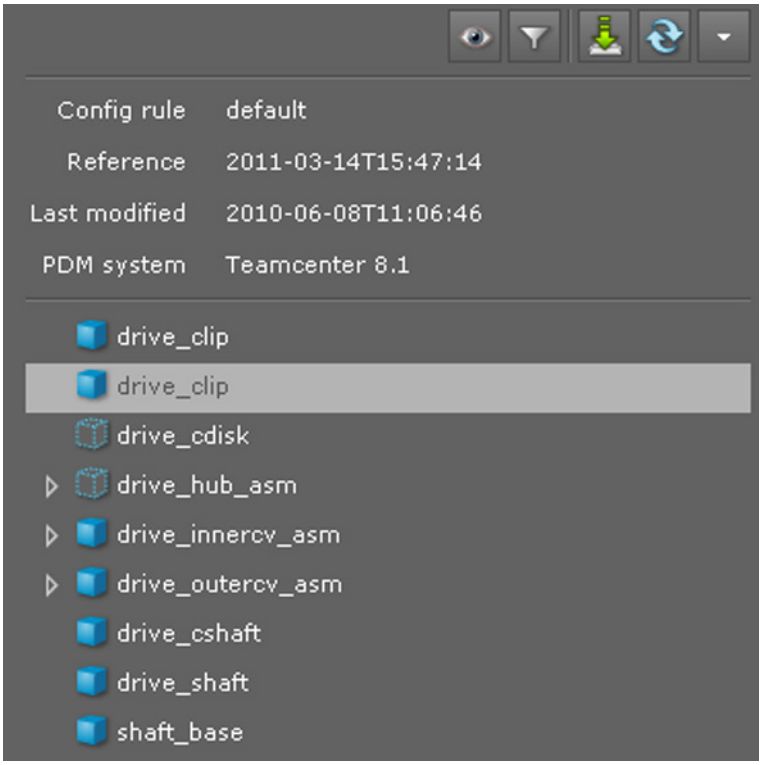
Select a PDM Model-type asset on the asset list to view its properties in the PDM Model section of the asset information.

Loads the structure to the properties window.

The following functions are available:

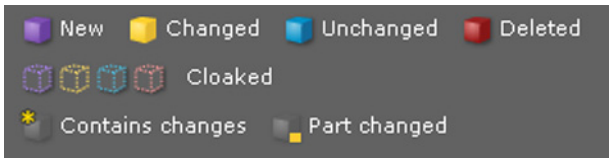
- Display changes of the model in the PDM system as a state in RTT PictureBook.
- Download all modified model data or only selected model data (direct to RTT DeltaGen or for local storage).
- Import relevant parts data from the PDM system.
- Define model areas as cloaked or cancel cloaking.

PDM Structure area



Show legend

Shows/hides the symbol legend of symbols used in the PDM model.



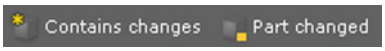
The **Part Instance** has been added to the PDM system.

The **Part Instance** has been changed in the PDM system.

There are no changes to the **Part Instance** compared with the PDM model in RTT PictureBook.

The **Part Instance** has been deleted in the PDM system.

Defines that the **Part Instance** is set to invisible. The result of this is that until this state is changed, this **Part Instance** is not downloaded from the PDM system during an update and not used for processing in RTT DeltaGen.

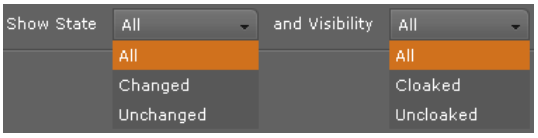


Parts of the structure contain changes.

The state of Part Instances as explained above should be considered independently of whether the files of the model have already been downloaded from the PDM system.

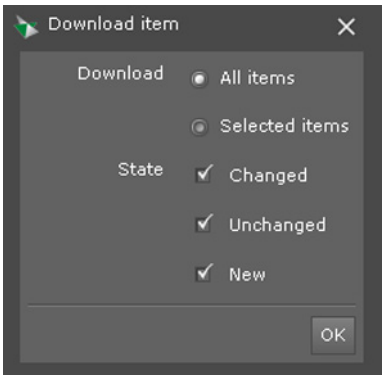
Show filters

Filters the display of model parts according to whether they have been changed and whether they are locked.



Download

Opens the Download dialog containing download options.



Refresh

Refreshes the display of PDM model data from the RTT PictureBook server.

PDM Model context menu

Update from PDM

Updates the structure from the respective PDM system to RTT PictureBook.

Confirm all PDM Model changes

If changes have been made to the model in the PDM system, these changes are shown by the **Changed** state. If the changes have been acknowledged or edited, all changes are set with this function to the **Unchanged** state in RTT PictureBook.

This is particularly useful if several persons are working together since it shows whether the next steps (e.g., processing in RTT DeltaGen) have been started for the changes. The state display is mandatory and is used for information purposes; the state is not important for the provision of data from RTT PictureBook to RTT DeltaGen (for example).

Import missing PDM Model files

Downloads model structure data files from the PDM system and stores them persistently in PictureBook. This improves performance in the provision of model data for RTT DeltaGen.

View Details

Opens the PDM Item Details box to display detail properties.

Download

Downloads selected/modified **Part Instances** of the PDM model or the complete PDM model locally, or imports them directly to a new scene in RTT DeltaGen via the RTT PictureBook client.

The PDM model can then be saved again as a CSB file in RTT PictureBook and is available there with all functions for editing models.

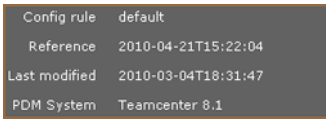
If RTT PictureBook is not accessed from RTT DeltaGen, the Save dialog of the browser used opens. This works in the same way as with a standard download using a browser Note the browser-specific settings for default storage locations, automatic downloads, etc.

Cloak / Uncloak

Marks the selected part as cloaked or removes the mark. Parts marked as cloaked are ignored during a download.

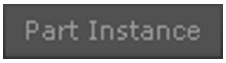
Root part

Information about the first level of the PDM model is displayed under the toolbar. Click the displayed area to display details in the PDM Item Details window.



PDM Item details

Select **View Details** from the context menu or double-click the selected part to open the PDM Item Details window.

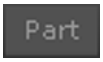


The **Part Instance** tab displays detailed data on the selected part instance from the model.

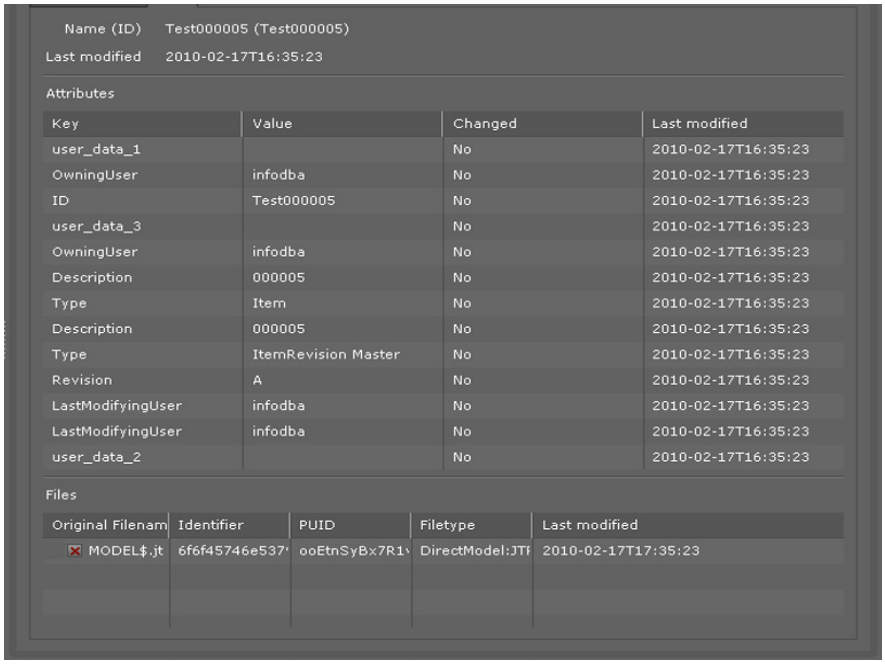
State shows the state of the selected part instance.

If changes have been made to the selected **Part Instance** on the model in the PDM system, these changes can be imported with this button.

If this checkbox is enabled, the select part instance of the model is defined as invisible. During updates, such parts are taken out of the PDM system by RTT PictureBook. Additionally, if the RTT PictureBook client is used, they are not provided for the scene from RTT DeltaGen.



The **Part** tab displays geometry information. It also shows files belonging to a part.



Delete file

Deletes model data imported from the PDM system to RTT PictureBook; this data can then be downloaded again if necessary. If this button and the logo are missing, only the model structure data was downloaded to RTT PictureBook.

RTT PictureBook Management Console

For managing users and groups, defining access roles, installing replication between RTT PictureBook servers, and managing templates for metadata, RTT PictureBook offers a web application, the **RTT PictureBook Management Console**.

To access the Management Console, log in as superuser or as user with the administrator option.

In the standard configuration, start the web application as follows:

`http://<hostname>:8080/picturebook/admin` or

`https://<hostname>:8443/picturebook/admin`

You can access the Management Console only if the RTT PictureBook Server is started.

The RTT PictureBook Management Console has two areas, the **navigation bar** and **Content**. The following pages describe the contents of the various tabs and functions.

Navigation bar

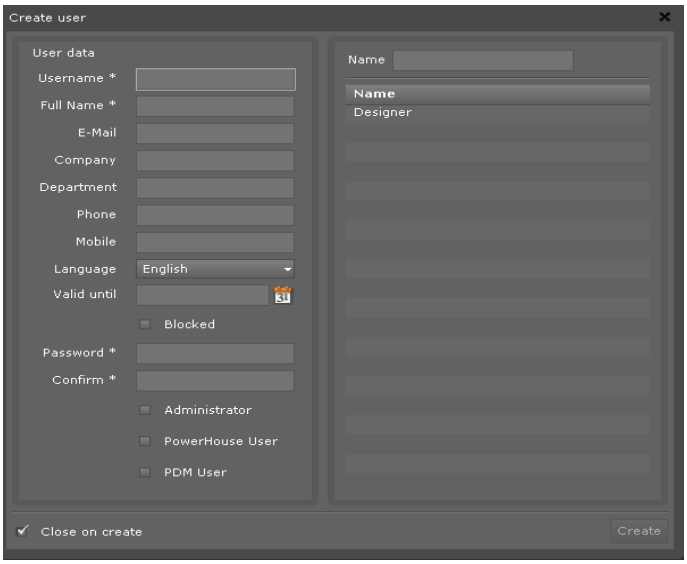
Users

After logging in to the RTT PictureBook Management Console tab, you are on the Users tab.

This area is used for user management of RTT PictureBook.

New

Opens a dialog box in which you can create a user.



In this dialog box, complete all fields marked with *. All other text fields are mandatory.

Username

A unique ID or name that cannot be changed after the user account is created.

Full Name

A name of your choice, not subject to any specifications, and used for display after the user has logged in to RTT PictureBook instead of the unique ID (the user name). The field is intended for the person's actual name.

Valid until

Specify a date after which the account is invalid.

This icon opens a calendar in which you can select a date.

Blocked

If this option is enabled by the administrator, the user can no longer log in but the account continues to exist. The account can also be locked even if the expiry date has not been reached.

Password + Confirm

Enter the same password in both fields. The password must consist of at least 8 characters. There are no other restrictions or password conditions.

Access options

Administrator

Can log in to the Management Console and has other privileges.

PowerHouse User

This RTT PictureBook user can access **RTT PowerHouse** functions.

PDM User

This user can access the **PDM Connector** of RTT PictureBook.

An additional license may be needed for extended functions such as PDM Connector and RTT Composer.

If user groups have been created, Add to user group(s) may be set on the right of the dialog box. You can then add the new user to selected user groups.

Import

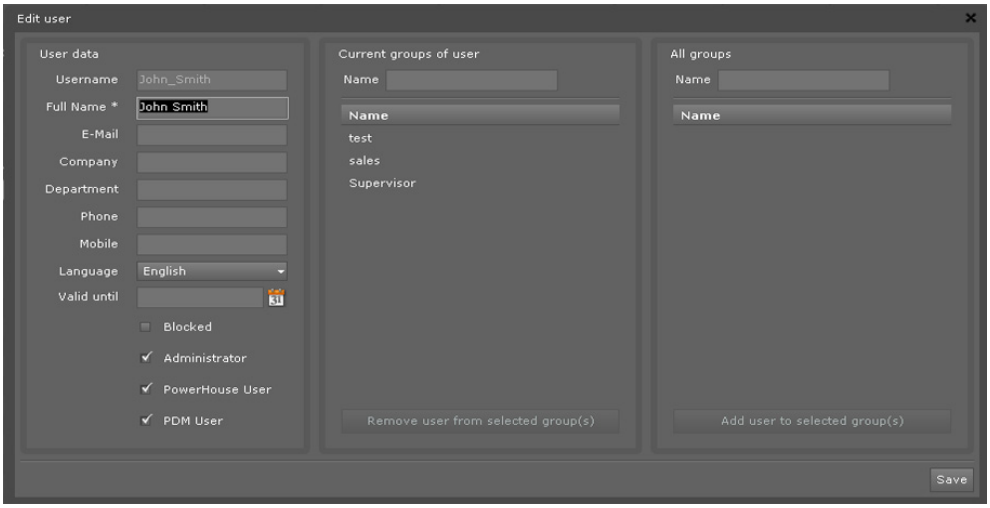
Imports user data from a (previously exported) Microsoft Excel file.

Export

Exports data of selected users to a Microsoft Excel file.

Edit

Click to edit user settings. Alternatively, double-click an entry of the user list to open the corresponding dialog box.



In this dialog box, you can edit the user's metadata, the 3 access options, and the group membership.

Add user to selected group(s)

adds the user to selected User groups on the All groups list.

Remove user from selected group(s)

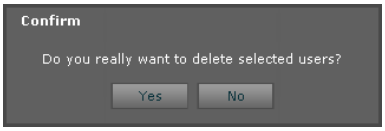
removes the user from groups on the Current groups of user list.

Changes to access options and/or group membership do not take effect until the user logs in again.

Delete

Click to delete a user. You can select more than one user.

Before deletion, you are prompted for confirmation in the following dialog.



Change password

Click to change the user password. The dialog box contains a system-generated password.

Generate

creates a random-generated password.

Set

saves the password for the user.

Refresh

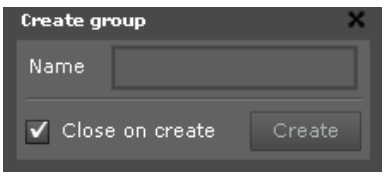
Refreshes the user view. This may be necessary to show other authorized users' changes.

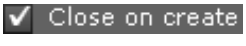
Usergroups

This area is used for user group management of RTT PictureBook.

New

Opens a dialog box in which you can create a group.

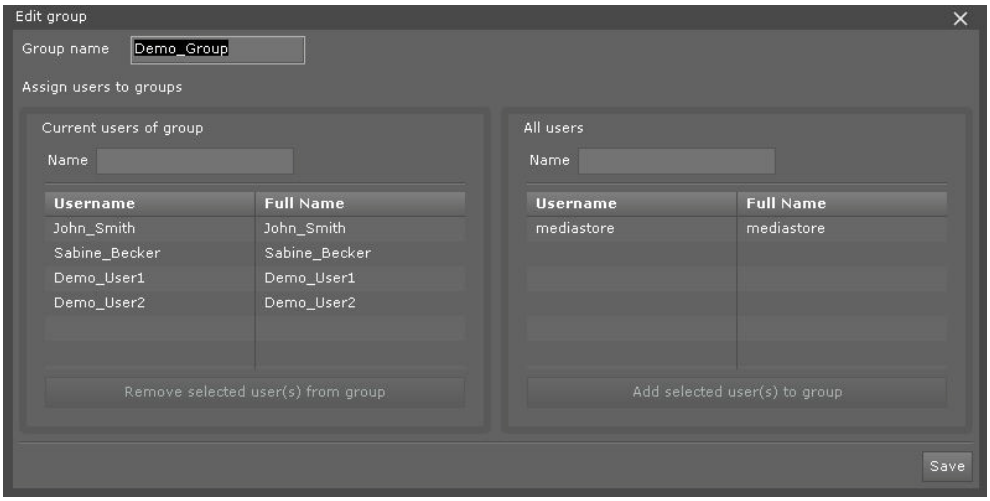


 If this option is enabled, the dialog box closes after a new group is created. If you want to create more than one group, disable this option.

Creates a new group after you enter a name for the group.

Edit

Click to edit group name and members.



Add selected user(s) to group

Click to add users selected on the **All users** list to the group.

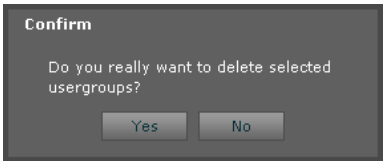
Remove selected user(s) from group

Click to remove users selected on the **Current users of group** list from the group.

Delete

Deletes group(s). Multiple selection is possible.

Before deletion, you are prompted for confirmation in the following dialog.

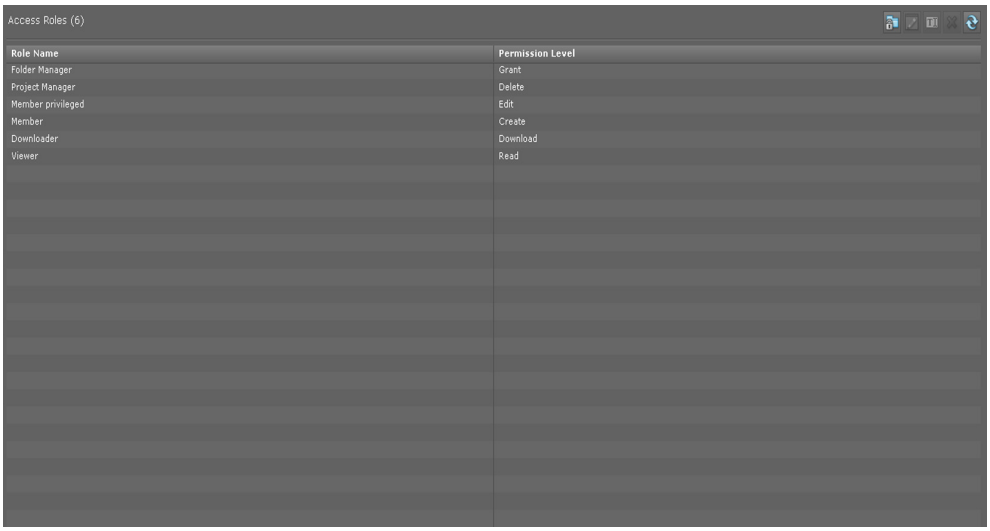


Refresh

refreshes the group view. This may be necessary to show other authorized users' changes.

Access Roles

creates access roles for authorizations in the RTT PictureBook browser. On the **Access Roles** tab, you can create, delete, or edit access roles.



New

Opens a dialog box in which you can create an access role.

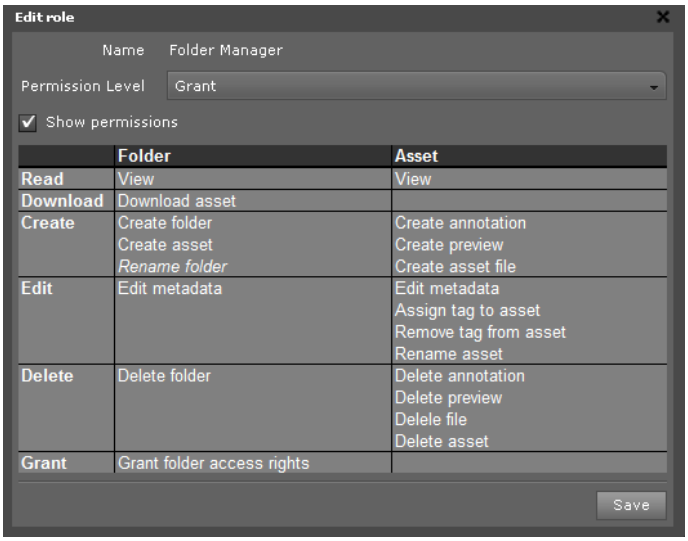
If this option is enabled, the dialog box closes after a new access role is created. If you want to create more than one access role, disable this option.

Creates a new access role after you enter a name for it.

At first, the new access role has only the lowest authorization, Read.

Edit

Changes the permission of an access role.



From the Permission level drop-down list, select from the various RTT PictureBook authorizations.

Displays a table of permissions with brief descriptions.

The list shows permission levels, starting with the lowest level. That means that the Read permission is the lowest and Grant is the highest.

Each level of permission includes all permissions of lower levels.

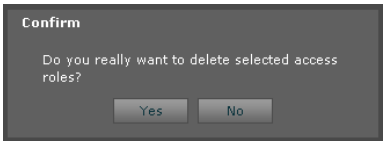
Rename

Click to rename an access role. You can edit a name in the following dialog box.

Delete

Click to delete access roles. Multiple selection is possible.

Before deletion, you are prompted for confirmation in the following dialog.

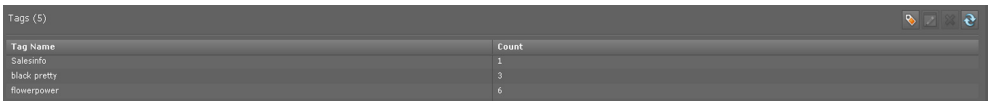


Refresh

Refreshes the access role view. This may be necessary to show other authorized users' changes.

Tags

The Tags tab shows a list of all tags in RTT PictureBook. You can create, edit, and delete tags. You can create tags during your work in the RTT PictureBook browser and in the RTT PictureBook Management Console.



New

Opens a dialog box in which you can create a tag.

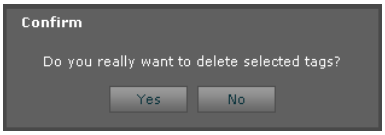
Edit

edits the name of the selected tag.

Delete

Click to delete a tag. You can select more than one tag.

Before deletion, you are prompted for confirmation in the following dialog.



Refresh

Refreshes the tag view. This may be necessary to show other authorized users' changes.

Logging

Logging gives the administrator fast access to system logs.

The program distinguishes between system and user logs, which are implemented as sub-tabs in the RTT PictureBook Management Console.

You can filter logs using different criteria such as priority, user, or date.

On the Logfiles sub-tab, you can download the `Server.log` and `Replication.log` files.

The log files are created daily and receive the current date as suffix. For downloading, you can filter files by the date. If no log file exists for the selected date, an error message is displayed.

Metadata

With RTT PictureBook, you can define user-defined **metadata sets** and **metadata templates**.

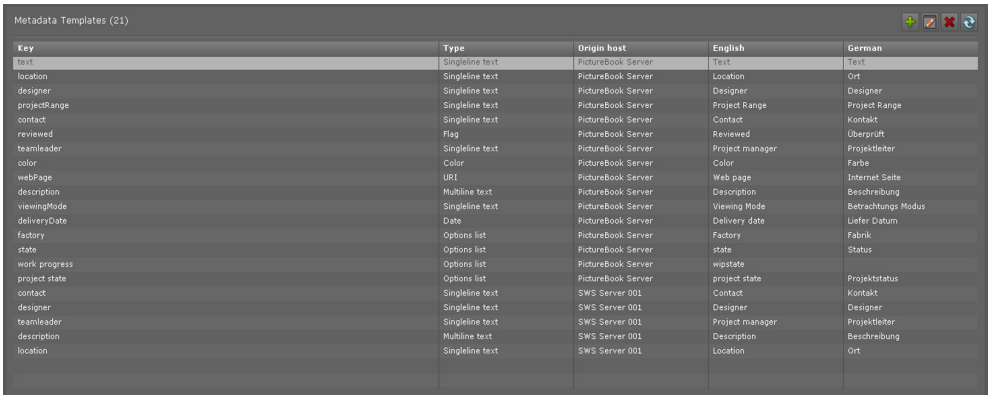
Metadata sets consist of assigned metadata templates, which are also known as fields.

The Metadata tab lists existing metadata sets and their assigned fields.

Metadata templates are not bound to metadata sets and are made available to all metadata sets for assignment.

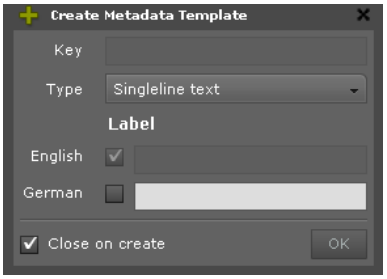
Metadata templates

You manage **metadata templates** on this tab.



New

Opens a dialog box in which you can create a metadata template.



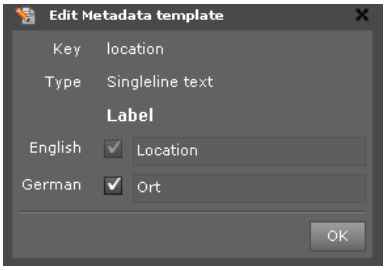
To create a metadata template, specify a name in the Key field. The name can be translated here if you enable the checkbox for English or German and enter the corresponding name in the text field.

The Type field defines the metadata template type.

If this option is enabled, the dialog box closes after a new metadata template is created. If you want to create more than one metadata template, disable this option.

Edit

Click to edit the English and German names of the metadata template. You cannot change the contents of the Key field after creating a metadata template.



Refresh

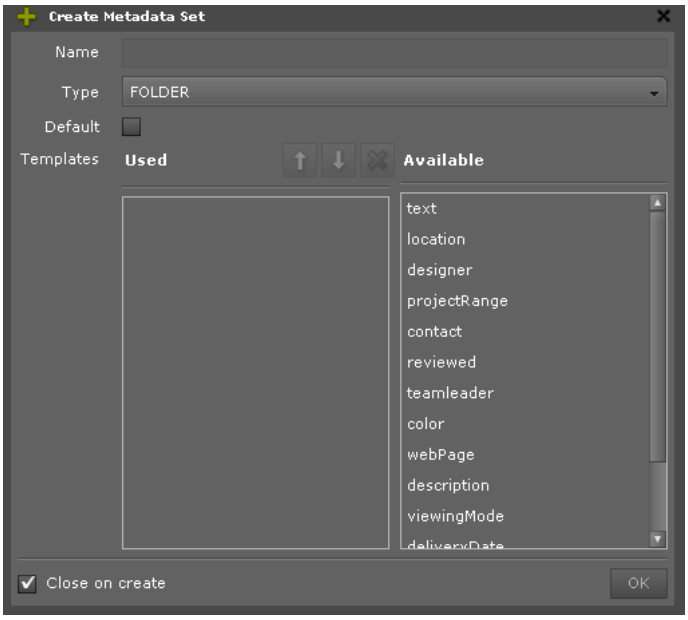
Refreshes the metadata template view. This may be necessary to show other authorized users' changes.

Metadata sets

You manage **metadata sets** on this tab.

New

Opens a dialog box in which you can create a metadata set.



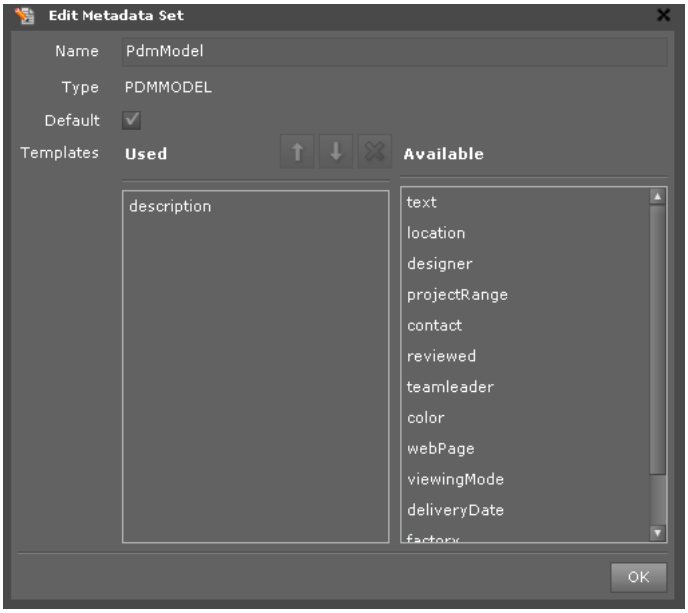
In this dialog box, you define the name of the **metadata template**, the asset type for which the metadata set is created, and the metadata templates it is to contain.

You can drag **metadata templates** from the **Available** list on the right to the left. Click one of the arrow buttons above the left list to define the sequence for later display in the RTT PictureBook browser. You can delete

assigned **metadata templates** by clicking the delete button above the list on the left.

Edit

Click to edit the name and assignment of **metadata templates**. You cannot change the contents of the Type field after creating a **metadata set**.



Refresh

Refreshes the metadata template view. This may be necessary to show other authorized users' changes.

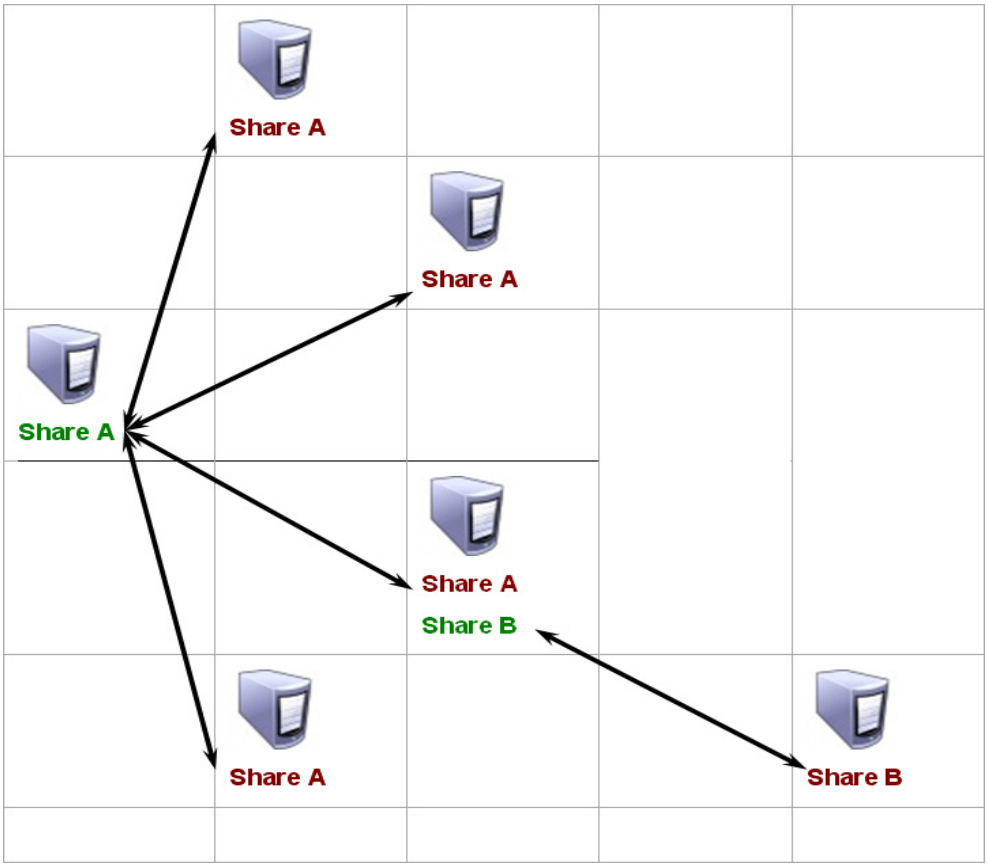
Replication

Replication enables RTT PictureBook installations at different locations to access shared folders.

Note the difference between the initiator host and the remote hosts. The initiator host provides the shared folders, and the remote hosts can connect to the initiator host.

When replication is set up between servers for a directory, the directory is shared and replication can take place in both directions.

Every server involved in the replication imports data from the shared directory of the registered remote hosts. No data is sent to other hosts.



Both the number of shares per server and the number of remote hosts are unlimited.

Sharing a folder

The administrator of a server shares a folder by means of replication. The initiator hosts and remote hosts are created in the Management Console. The Remote Hosts are other servers to which connections are made; they are selected during the setting up of a share.

The remote servers list the shared folders in their asset tree. A server can contain more than one folder share, just as can the initiator host or the remote host.

The RTT PictureBook server administrators decide when and how the folder contents are to be exchanged.

At any time, an administrator can check the log files to see if the process is running or terminated. Replication can be temporarily suspended for a share.

The HTTPS protocol can be used for communication between servers for which replication is active. This requires an installed certificate. For further details, refer to the → *RTTPictureBook6.5_technicalDocumentation*.

Hosts

A system administrator creates trustworthy **hosts** that can be used in the replication setup. The authentication information must be communicated to the administrators of the remote hosts.

The host ID (MAC address) must be unique for every server taking part in the replication.

When defining the URL, you can specify the `https` protocol (e.g. `https://picturebook:8443/picturebook`).

If trustworthy host B is created in server A, local users and passwords are used as remote access data in server B for trustworthy host A. Remote user names and passwords are the local access data in server B for trustworthy host A. Identical user names and passwords can be used for different trustworthy hosts, but they must be unique. Access data can be changed at any time.

Note that replication between different releases of RTTPictureBook Server is **not possible**.

After creating a trustworthy host, you can use ping to test whether the remote server can be reached.

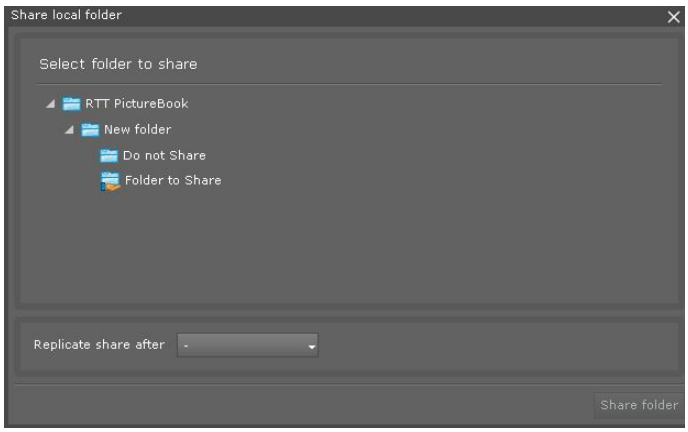
MAC address: The MAC address (Media Access Control) is the hardware address of each individual network card, and is used for the unique identification of the device in the network. The MAC address is used here as a unique identity number. For detailed information, refer to the → *RTTPictureBook6.5_technicalDocumentation.*

Shares

This area has two parts. The upper part shows the shares on this server, and the lower part shows the shares of servers for which a share exists for this server.

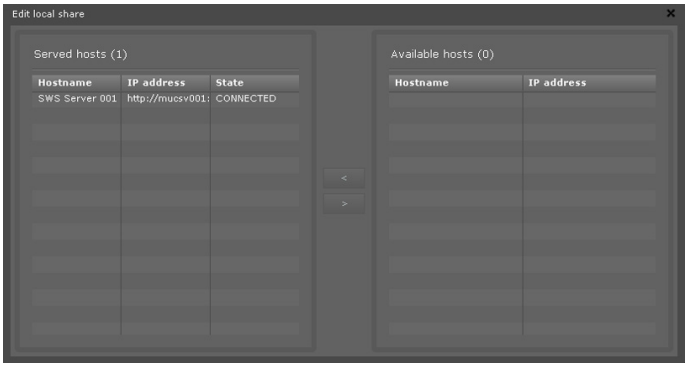
New

To enable the replication of a folder, open the **Shares** tab and create a **local share**. To do this, select a folder from the asset tree of the dialog box.



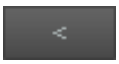
Edit

With this function, you can define remote servers selected for the share of a folder later.

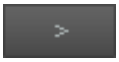


The left of this view shows the **hosts** that are to receive access to the share, and the right shows the hosts that are available to grant access but currently have no access.

Add host(s)

 adds a selection of available hosts to the list of served hosts (hosts authorized for replication).

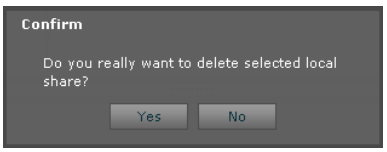
Remove host(s)

 Removes a selection of served hosts (hosts authorized for replication) from the list.

Delete

Deletes shares. You cannot select more than one share.

Before deletion, you are prompted for confirmation in the following dialog.



Connect/Disconnect

To exclude a local share from replication, RTT PictureBook enables you to disconnect without having to delete the share. Depending on the connection status, one of these two buttons appears for connecting/disconnecting.

Synchronize Now

Click to trigger replication.

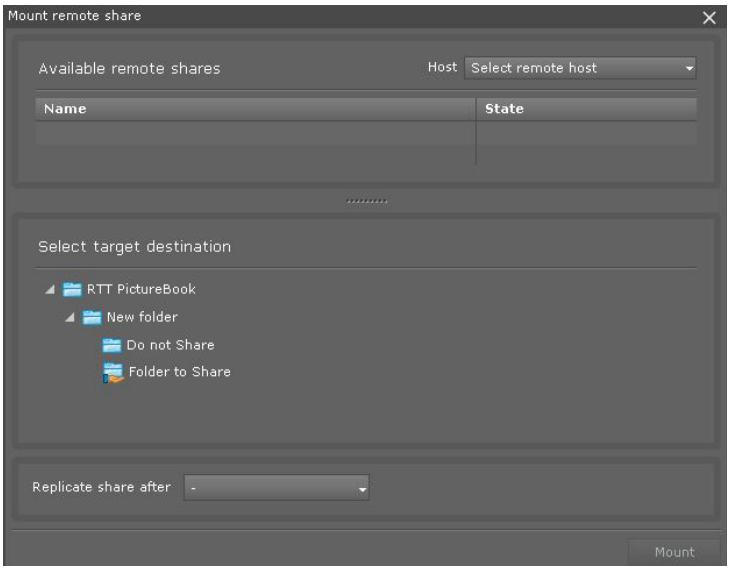
Refresh

Refreshes the shares view. This may be necessary to show other authorized users' changes.

Mounted remote shares

New

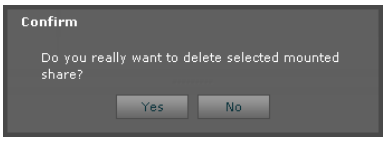
Enters shares of another RTT PictureBook server for replication.



After you select a host from the list in the top right corner of the dialog box, a list of shares active on this host appears below. You can only select one share at a time.

Delete

Deletes shares. You cannot select more than one share. Before deletion, you are prompted for confirmation in the following dialog.



Synchronize Now

Click to trigger replication of remote shares.

Refresh

Refreshes the shares view. This may be necessary to show other authorized users' changes.

Replication modes

There are three different replication modes in RTT PictureBook.

Always on

Replications for all shares on the server are run periodically. The interval is set in RTT PictureBook Admin (→ *RTTPictureBook6.5_technicalDocumentation*).

Scheduled

The replication interval is set separately for each host.

Off

Automatic replication is disabled. Manual replication is possible with the **Management Console** buttons as described.

Replication mode can be changed manually at runtime. Following a restart of the PictureBook server, the settings are taken from RTT PictureBook Admin.

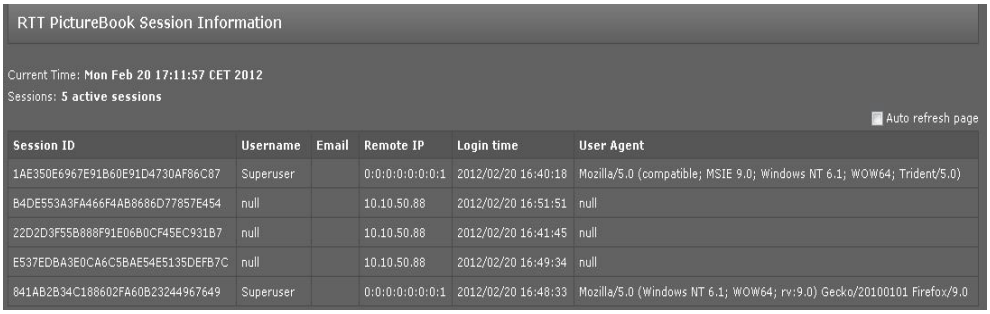
Ending replication of shares

If you delete a share, the corresponding folder is removed from the replication list. The folder becomes a normal folder again and is no longer shared. You can also disable replication of a share by setting the connection status to **Disconnected**.

Compression Replication must be enabled to replicate files over 2GB, otherwise replication may fail. This also depends what time-out value is set.

Show active sessions

Displays information on sessions running on the server. This can be very useful for maintenance work.


RTT PictureBook Session Information

Current Time: **Mon Feb 20 17:11:57 CET 2012**
Sessions: **5 active sessions**

Auto refresh page

Session ID	Username	Email	Remote IP	Login time	User Agent
1AE350E6967E91B60E91D4730AF86C87	Superuser		0:0:0:0:0:0:0:1	2012/02/20 16:40:18	Mozilla/5.0 (compatible; MSIE 9.0; Windows NT 6.1; WOW64; Trident/5.0)
B4DE553A3FA466F4AB8686D77857E454	null		10.10.50.88	2012/02/20 16:51:51	null
22D2D3F55B888F91E06B0CF45EC931B7	null		10.10.50.88	2012/02/20 16:41:45	null
E537EDBA3E0CA6C5BAE54E5135DEFB7C	null		10.10.50.88	2012/02/20 16:49:34	null
841AB2B34C188602FA60B23244967649	Superuser		0:0:0:0:0:0:0:1	2012/02/20 16:48:33	Mozilla/5.0 (Windows NT 6.1; WOW64; rv:9.0) Gecko/20100101 Firefox/9.0

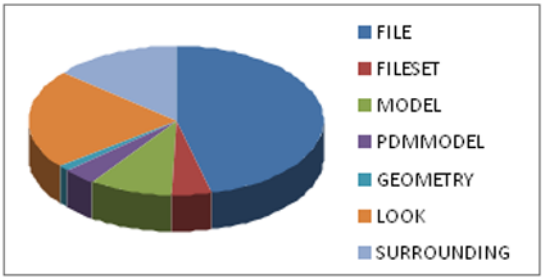
Show statistics

Generates an Excel table containing statistics on the use and contents of the server.

Asset Overview:

Type:	Amount:
FILE	40
FILESET	4
MODEL	8
PDMMODEL	3
GEOMETRY	1
LOOK	19
SURROUNDING	12
Total	87

87 assets in 24 folders



Additional Statistics:

Type:	Amount:
FOLDER	24
PROJECT_EVENT	0
ANNOTATION	6
PROFILE	0

User Statistics:

User	21
User Groups	4
Users in Groups	23
User expired	3
User blocked	0
User Admins	5

Tag Statistics:

Total amount	5
Unused	0

License Info:

Expiration Date	2011-12-31
Licensed Users	50

Filestore:

Files in Filestore	1407
Total file size	1,64 GB
Disk space left	15,48 GB

Top 10 - Biggest Folder (Amount of assets):

RTT PictureBook / Library / Looks / Exterior	19